

Unofficial Warhammer 40 000  
supplement for GURPS 4<sup>th</sup> edition  
1.31

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## Introduction

This supplement is in no way associated with Steve Jackson Games or Games Workshop. It is not meant for commercial sale.

It is meant to be used together with GURPS Basic set characters and GURPS basic set campaigns. Other recommended supplements are GURPS High tech or GURPS Ultra tech.

## FAQ

**Q:** Is this your own work?

**A:** Not completely, some stuff was taken from Warhammer 40,000 conversion for GURPS 4<sup>th</sup> edition by Olaf Ostheimer and GURPS basic set characters and GURPS High tech. Fluff text and pictures were taken from Lexicanum.com, 1d4chan.org or Google. Also I had input from my friends/players. But majority of the content was made by me.

**Q:** Why?

**A:** I was running W40K campaign, and I couldn't find all stats I needed, so I created my own stats. Later, I was creating new stuff in my free time as an entertainment (and it got out of hand). After hitting 100 pages I decided to translate it, format it and put it on the net, so it would not be wasted.

**Q:** Why are lasguns using skill Gun and not Beam weapon?

**A:** I never saw a reason for difference between Guns and Beam weapons, so I didn't use it. Feel free to use it thought.

**Q:** Where are tech levels?

**A:** I didn't find a way to implement tech levels. Since, they are almost meaningless in W40K. A planet may use animals for working the fields with no access to a combustion engine but at the same time have it military force equipped with laser based weaponry.

**Q:** How do I suppose to calculate malfunction without tech level?

**A:** All guns malfunction on 17+, unless stated otherwise.

**Q:** Where are legality classes?

**A:** Same as tech level. Laws differ from planet to planet.

**Q:** Why vehicles (and some heavy weapons) miss weight and load?

**A:** To be honest I was just lazy and I did not need it for my campaign.

**Q:** What are bases for stats of weapons, vehicles, races, ...?

**A:** I mainly used 7<sup>th</sup>/8<sup>th</sup> edition rules for W40K table top. If I did not had access to rules from the table top I used fluff descriptions.

**Q:** X does not fit lore.

**A:** Fluff tends to be inconsistent in W40K, so I had to pick one version over other.

**Q:** This is broken/not working/...

**A:** Sorry, I am not that big expert in GURPS (especially vehicles/magic)

**Q:** There are lots of grammar errors/typos.

**A:** Sorry, English is not my native language and all this started in different language and then was translated.

**Q:** Why is there no X? Why is here X?

**A:** I added what I needed for my campaign/wanted to add/thought would be fun.

**Q:** Will there be updates?

**A:** Maybe

**Q:** What is with combi weapons?

**A:** I made them working as "underbarrel" weapons, to better fit into my campaign. If you want to make them more lore friendly, only allowed them to be attached to a bolter.

## Manoeuvres

### *All-out attack: Recoil compensation*

This is a type of all-out attack. It can be done only with a fire arm. After you specified the amount of shot you going to fire but before you fire. Roll a contest between you ST and weapon ST. On success, decrease Rcl. by the amount you succeed (to minimum of 1). On failure, your skill decreases by the amount you failed by.

# Languages

## Languages

### Low Gothic

*Low Gothic (or Imperial Gothic) is the common language of the Imperium. In the Age of the Imperium it is spoken as a first language on almost all civilised planets, and is accepted as a second language on planets within Imperial control with the exception of some medieval and feral worlds.*

*Low Gothic is a bastardised version of High Gothic, combining additional elements from several of the oriental languages of ancient Terra. Over the millennia it has changed greatly, and now bears almost no resemblance to the tongues from which it derived. Although a common language, it varies from planet to planet (and even from region to region), so that it is not always easy for two characters to communicate if they are from different worlds.*

### High Gothic

*High Gothic (or "Tech") is the hieratic tongue of the Imperium, used in the titles of ancient institutions and organisations (such as the Adeptus Terra). It represents an older language and is regarded as holy. In the Age of the Imperium, it is the Warhammer equivalent of Latin or French during the real-life medieval age.*

*High Gothic is also known as "Tech" as it is a version of the language in which technical rituals and ancient works are recorded. This developed during the Dark Age of Technology. It derives from the common tongue of the time, in the Merican/Pan-Pacific region. This was the universal medium of written record until the Age of Strife, and was spoken as a first language by many and as a second language by almost everyone. Its idioms and vocabulary now appear archaic and mystic, and many of its words have acquired religious significance over the years. It is the language of the Tech-priests and of forbidden books.*

*High Gothic is unintelligible to most Imperial citizens. It is only the language of important adepts and members of the Inquisition, and even among those who can speak it, it is only a second language. It is used only formally (as in pious benedictions), rather than as a casual language.*

### Cant mechanicus

*The Cant Mechanicus is the term for the collective languages of the Adeptus Mechanicus. Few outside the Adeptus Mechanicus can comprehend these tongues, let alone reproduce them. Many Tech-Priests have their jaws and throats altered, the better to speak languages that were designed only for cogitators to use. Furthermore, each language is replete with internal self-references and allusions to knowledge that remains unknown to those outside the order. Their use is forbidden by any not of the Cult Mechanicus. A lot of these languages have words and even entire grammatical structures missing, eroded by the entropy of millennia or corrupted by scrapcode.*

### Eldar language

*Language spoken by Eldar all over the galaxy. It is almost impossible to learn it for a human. The language uses runes for writing.*

### Ork language

*Language that Orks speak reflects their nature, being a crude and unsubtle one, but possessing more insults and war terms than any other. It is known to consist of many dialects, that vary between different Clans and worlds. These dialects are changing as Orks migrate around the galaxy, contacting other species and adopting words from their languages. Orks often loot things they like from other races and particularly useful words and phrases are no exception. Because of it, Ork language includes many loan words, including the ones taken from Low Gothic, however, due to their physiology Orks are unable to pronounce some sounds and most of those get heavily changed. It is speculated that at some point in history all Orks spoke the same form of the language, the one Imperial scholars call Old High Orkish. Ork language can be learned by humans to some extent.*

*The Ork language uses a logographic system and is written in the form of glyphic script. Its core consists of glyphs that indicate Clan, Warband, common Ork concepts and elements of Ork names. These are augmented by phonetic runes that can be used to write most Ork words and words from other languages. The resulting script is mainly used to indicate ownership, signify tribal affiliation, record battle honours and other such tasks. They are not often used to write down history texts or battle manuals. Instead, Orks have a very strong oral tradition with myths and legends passed from Ork to Ork. Only Mek with their jargon write and share useful bits of knowledge.*

### Tau language

*Language used in Tau empire. The language differs little bit between Septs and Castes. It is possible for human to learn this language, but never fully, as it includes sounds that humans cannot make. These sounds are often replaced by different one, creating very accented Tau.*

### Rak'gol language

*Rak'Gol have an indecipherable language composed of screeching and rasping noises, and they show no interest in communicating with other races further than slaughtering them.*

### Enoulia language

*Language used by Enoulians. It consists of hissing nonices.*

### Hrud language

*A language used by Hrud. It is hard for humans to learn.*

### Kroot language

Language used by Kroot is a mixture of clicks and whistles.

### Demiurg language

Language used by Demiurg brotherhoods.

### Vespid language

Language used by Vespids. It is impossible to be learned by other races and Vespids rely on Tau technology to translate for them.

### Necrontyr language

Language used by Necron and necrontyre

## Who can learn what?

	Human	Human (augmented)	Eldar	Ork	Tau	Rak'Gol	Enoulia	Hrud	Kroot	Demiurg	Vespid	Necron
Low Gothic	Native	Native	Native	Accented	Native	Cannot learn	Accented	Accented	Native	Native	Cannot learn	Native
High Gothic	Native	Native	Native	Accented	Native	Cannot learn	Accented	Accented	Native	Native	Cannot learn	Native
Cant mechanicus	Accented	Native	Accented	Accented	Accented	Cannot learn	Accented	Accented	Accented	Accented	Cannot learn	Native
Eldar language	Accented	Accented	Native	Accented	Accented	Cannot learn	Accented	Accented	Native	Accented	Cannot learn	Accented
Ork language	Accented	Accented	Accented	Native	Accented	Cannot learn	Accented	Accented	Native	Accented	Cannot learn	Accented
Tau language	Accented	Accented	Accented	Accented	Native	Cannot learn	Accented	Accented	Native	Native	Cannot learn	Native
Rak'Gol language	Cannot learn	Cannot learn	Cannot learn	Accented	Cannot learn	Native	Cannot learn	Cannot learn	Cannot learn	Cannot learn	Cannot learn	Cannot learn
Enoulia language	Accented	Accented	Accented	Accented	Accented	Cannot learn	Native	Accented	Native	Accented	Cannot learn	Native
Hrud language	Accented	Accented	Accented	Accented	Accented	Cannot learn	Accented	Native	Native	Accented	Cannot learn	Accented
Kroot language	Accented	Accented	Accented	Accented	Accented	Cannot learn	Accented	Accented	Native	Accented	Cannot learn	Accented
Demiurg language	Native	Native	Accented	Accented	Native	Cannot learn	Accented	Accented	Native	Native	Cannot learn	Native
Vespid language	Cannot learn	Cannot learn	Cannot learn	Cannot learn	Cannot learn	Cannot learn	Cannot learn	Cannot learn	Cannot learn	Cannot learn	Native	Cannot learn
Necrontyr language	Native	Native	Native	Native	Native	Cannot learn	Accented	Accented	Native	Native	Cannot learn	Native

Native

Accented

Broken

Cannot learn

# Advantages, disadvantages, skill, technique, racial templates

## Advantages

### *Bone'ead*

#### **25 Points**

Biochemical Ogryn Neural Enhancement (BONE) is medical procedure for ogryns, designed to increase their intelligence. It gives +1 IQ, DR 2 to skull and +2 to reaction with other ogryns.

### *Enhanced move*

Add following special limitation:

Arms sacrifice: In order to be able to move with enhanced speed, you must stop using yours arms. This represents things like werewolf dropping on all four in order to run faster. -50%

### *Cant mechanicus implant*

#### **5 points**

This implant allows you to understand and speak Cant mechanicus beyond broken. You still have to purchase the knowledge of the language separate. In addition, members of Adeptus mechanicus react at +1 to you.

### *Angel of death*

#### **30 points**

Treat as social status 3 and Social regard 3 (respected).

### *Early maturity*

#### **1 points/level**

This advantage makes you mature earlier, without decreasing your life spam. For every level, divide the age of maturity by 2.

### *Psyker*

#### **5 points per level 0, +10 points/level**

Treat like advantages Magery (B. 66).

### *Blank*

#### **20 points/level**

You posse no soul and have nullifying effect on warp. You cannot have any level in Psyker (even 0). This gives any psyker casting a spell 20 meters from you a penalty of -1 to their skill per level. They are also unable to target you directly with powers. You are immune to possession and any Deamon has -4 to perception when trying to detect you, this also mean that when presented with several target they will need to roll their perception in order to target you. However, you have aura of unpleasant feeling around you. People react at -2 per level. This negative reaction does not influence other Blanks, but psyker react at -4 per level.

### *Small warp reflection*

#### **5 points**

You have small warp reflection (Soul). People using warp sight, have -3 to perception when trying to spot you. Deamon are more likely to choose a target with bigger warp reflection when presenting with two otherwise equal targets. You cannot have any level in Psyker or Blank.

### *Genetic consumer*

#### **5 points**

You extract genetic information of thinks you eat. This trait allows you to reorganise your points based on what you recently eaten and to greatly deviser from your basic race template. Note that these changes should be small, if you want to make big one you should consume the same kind of food over long time period of time and make progressive change towards it. All changes should be approved by GM.

### *Might makes right*

#### **5 points**

You grow with the social power you acquire. At social rank 5 your size modifier increases by 1, at social rank 8 by 2.

### *Astropathy*

#### **10 points**

This advantage allows you to communicate with other fellow Astropaths. If you want to communicate this way, roll against your IQ and apply following modifiers:

On the same planet: +0

In the same system: -1

In the same sub sector: from -2 to -4

In the same sector: From -5 to -15

Outside of sector: from -16 to -50

Hour of time: +1

12 hours of time: +2

Day of time: +3

In addition, blanks around you gives you negative modifiers per their level. If you or your recipient are in area of warp storm you will gain negative modifiers (GM's decision). Also, enemy psykers may try to cast counter rituals and give you more negative modifiers. You may be helped by other Astropaths around you, they will roll as well and give you bonus to your roll of the same magnitude as their success.

If you succeed you may send a message (this can be up to 10 minutes of speaking, recipient hears intonation, accent, etc..). It should be noted you do not need to know the recipient you just need to know there is an Astrophet in the area you trying to contact.

Note: Majority of Astropaths have some level of Psyker, blind, warp sight and some level of social regard.

### *Warp sight*

#### **10 points**

You see warp reflection of world around you. This allows you to ignore optical camouflage of other entities. However, some entities have smaller warp reflection (smaller soul), these are harder to spot with warp sight. Blanks are completely invisible with the warp sight.

Limitation:

*Only warp sight:* You can see only in warp sight. *0 points*

### *Orkoid endurance*

#### **30 points**

Orks are known for their endurance as such they have following modifiers for damage:

Pi-: x0,25

Pi: x0,5

Tight-beam: x0,5

Pi+: x1

Cut: x1

Pi++: x1,5

Impaling: x1,5

Hit to vitals: x1,5

Hit to brain: x2

In addition; when a body part suffers damage that should cripple it, roll HT. On success body part is not crippled. Also, limbs required 1,5 times the damage for dismemberment.

### *Immune to possession*

#### **5 points**

You are immune to getting possessed by Demons.

### *Phase out*

#### **250 points**

If you die, your mind teleports to your home tomb world. After D3 days you are fully reconstructed and functional. When killed, roll 3D6 on 10 or less nothing happens, on 11 you gain mental quirk, on 12-16 you gain mental disadvantage for -10 points, on 17 you gain mental disadvantage for -15 points, on 18 you gain mental disadvantage for -20 points. Note that if your tomb world is destroyed, you cannot phase out.



## Gene seed

*Gene-seed is the unique genetic material used to transform a normal human into a super-human Space Marine.*

Treat these as regular advantages.

### *Secondary heart*

**31 points**

HT+2; FP+3; Hard to kill 1; Hard to subdue 1

### *Ossmodula*

**30 points**

SM+1; Basic move+1; Damage reduction 5

### *Biscopea*

**90 points**

ST+10

### *Haemastamen*

**20 points**

HP+5; Very Fit

### *Larraman's organ*

**20 points**

Rapid healing; Recovery; Unusual biochemistry

### *Catalepsean note*

**23 points**

Less sleep 4; In addition, you can choose to not sleep for up to 2 weeks. After that you need to find a time to catch up on to the sleep.

### *Preomnor*

**11 points**

Reduced consumption 2 (cast iron stomach); Resistant (disease, +3HT); Resistant (poison, +3HT); Sanitised metabolism

### *Omophagea*

**20 points**

Every time you consume genetic material of someone, you gain his memories in the same way you would have them through advantage Racial memory (passive).

### *Multi-lung*

**7 points**

Breath-holding 1; Filter lungs

### *Occulobe*

**8 points**

Acute vision 2; Night vision 4

### *Lyman's ear*

**23 points**

Acute hearing 2; Parabolic hearing 1; Perfect balance

### *Sus-an Membrane*

**30 points**

If you roll for dead and failed by less than 4. You enter hibernation. You have mortal wound, but you do not need to roll periodically dead. You cannot act while in hibernation. You are also unaware of your surroundings. Anyone unfamiliar with your metabolism must win a Quick Contest of Diagnosis vs. your HT to discover that you are not dead. You will be awoken only by injection of right drug combination.

*Melanchromic organ*

**5 points**

Radiation tolerance 1

*Oolitic kidney*

**10 points**

Marine can roll Will. If he succeeds, he will fall into hibernation for 1d hours. He gains HT+5, but only for rolls against effects of poisons and diseases.

*Neuroglottis*

**8 points**

Acute taste and smell 4

*Mucranoid*

**8 points**

Temperature tolerance 3; Vacuum support

*Betcher's gland*

**14 points**

Innate attack 2 (corrosion, reduce range 3)

*Progenoids*

**1 point**

While these implants do not provide benefit to the marine, they are valuable for the chapter. Marine with intact progenoids is more likely to be extracted than one without them (although marine does not need to be alive).

*Black carapace*

**112 points**

This is the last part of the gene seed that is implanted into marine. It gives 15 DR to torso. In addition, it allows user to feel with surface of power armour. It also allows to plug directly to vehicle, thus gaining better control over it. Thus; the user does not need to use the *lower* of your Power armour/Vehicle skill and your actual skill level when rolling against DX or any DX-based skill while suited up/driving.

*Sinew coils*

**60 points**

ST+5; Damage resistance 3

*Magnificat*

**65 points**

ST+5; HP+5; HT+1

*Belisarian furnace*

**25 points**

Regeneration (slow); if you drop below 0 HP, the furnace activates you gain regeneration (regular) instead regeneration (slow) for d6 hours. This activation can happen only once a day.

## Disadvantages

### *Social stigma*

Add following category:

*Abhumans*: You are sanctioned mutant. Every member of Imperial cult reacts to you at -2. If your kind of abhumans are rare at your local area, they react at +2 to you. Some places may refuse to serve you or forbid you to enter. Note this disadvantage may be taken only if the game take place in the Imperium of man. Some places outside of the imperium may not care about abhumans. *-5/-10 points*

### *Trigger happy*

**-5 Points**

Every time you use a firearm and want to fire less shots then the maxim of shots the weapon can fire per round, make a self-control roll. On failure you fire the maximum shots you can. On success you may fire amount of shots you want.

### *Photophobia*

**-5 points**

You have eyes sensitive to light. In light you gain negative modifiers (up to -4) in the same way you would gain for lack of light (although dark vision or night vision have no effect. These modifiers may be negated by eye protection. In addition you gain -2 HT when rolling for eye due to strong light (such as flash bang).

## Skills

### *Power armour*

DX/Average

Defaults: DX-5

When rolling against DX or any DX-based skill while suited up, use the *lower* of your Power armour skill and your actual skill level. The skill can also be used to do basic maintenance, for this use IQ base skill roll.

### *Gun*

DX/Easy

Defaults: DX-4

Add following type of weapons: Bolt pistol, Bolter, Heavy bolter, Lasgun, Laspistol, Las SMG, Automatic heavy las weapon, Heavy las weapon, Las gauntlet, Plasma pistol, Plasma rifle, Heavy plasma weapon, Melta pistol, Melta rifle, Phosphor pistol, Automatic heavy phosphor weapon, Arc pistol, Arc rifle, Volkite rifle, Volkite pistol, Shuriken pistol, Shuriken catapult, Automatic heavy shuriken weapon, Pulse pistol, Pulse rifle, Heavy automatic pulse weapon, markerlight, Staff, Heavy arc weapon, Tachyon caster, Fusion rifle, Fusion cannon, Neutron blaster, mandiblasters, Heavy Enmitic weapon, Enmitic pistol, Las-shotgun

### *Gunner*

DX/Easy

Defaults: DX-4

Add following type of weapons: Bolt pistol, Bolter, Heavy bolter, Lasgun, Laspistol, Las SMG, Automatic heavy las weapon, Heavy las weapon, Las gauntlet, Plasma pistol, Plasma rifle, Heavy plasma weapon, Melta pistol, Melta rifle, Phosphor pistol, Automatic heavy phosphor weapon, Arc pistol, Arc rifle, Volkite rifle, Volkite pistol, Shuriken pistol, Shuriken catapult, Automatic heavy shuriken weapon, Pulse pistol, Pulse rifle, Heavy automatic pulse weapon, markerlight, Staff, Heavy arc weapon, Tachyon caster, Fusion rifle, Fusion cannon, Neutron blaster

### *Liquid projector*

DX/Easy

Defaults: DX-4

Add following type of weapons: Webber, Liquifier.

### *Grav-Chute*

DX/Easy

Defaults: DX-4, parachuting-4

This is the ability to survive a Grav-chute jump. Roll once per jump. Failure could mean anything from drifting off course to panic that makes you drop your gear (GM's option). A critical failure means the Grav-chute did not work. For a jump under bad conditions, make a second roll on landing – for instance, to survive an “ankle-breaker” landing without injury, or to dodge trees on the way down. Make an IQ-based roll to check state of the Grav-chute or to conduct basic maintenance.

### *Melee weapon*

DX/Varies

Defaults: Special

Add following categories of melee weapons: Chain axe, Chain broadsword, Two-handed chain sword, Chain saber Two-handed chain axe/mace, Chain spear

All these categories that have non-chain variant default to that variant at -4 and to each other as their non chain variant does with other non-chain weapon.

### *Chain fist*

DX/Easy

Defaults: DX-4, Brawling-5

Ability to use a Chain fist in fight.

### *Battlesuit*

DX/Average

Defaults: DX-5

When rolling against DX or any DX-based skill while suited up, use the *lower* of your Battlesuit skill and your actual skill level. The skill can also be used to do basic maintenance, for this use IQ base skill roll.

### *Storm shield*

DX/Hard

Defaults: DX-6, Shield-4, Dispersion shield-2

Skill used to operate storm shields. This skill can be used to block melee and range attack. Your effective skill against melee is Skill/2+3 and Skill/2 against range attack.

### *Dispersion shield*

DX/Hard

Defaults: DX-7, Shield-5, Storm shield-4

Skill used to operate dispersion shield. This skill can be used to block melee and range attack. Your effective skill against melee is Skill/2+3 and Skill/2 against range attack.

## Psychic power

### *Quickening*

Regular

Increases basic speed of the target by 0,25 per FP consumed.

Duration: 1 minute

Base cost: 1+; same cost for maintaining

### *Force barrier*

Regular

The target gets shield with DR of 25.

Duration: 1 minute or until it blocks 1000 damage.

Base cost: 1; same cost for maintaining

### *Force dome*

Regular

The target gets shield with DR of 50.

Duration: 1 minute or until it blocks 1000 damage.

Base cost: 2; same cost for maintaining

Prerequisites: Psyker 1

### *Force bubble*

Area

The target are gets shield with DR of 25.

Duration: 1 minute or until it blocks 1000 damage.

Base cost: 1; same cost for maintaining

Prerequisites: Psyker 1

### *Machine curse*

Regular

Targets a machine. The targeted machine has its malfunction number decreased by 1 per FP used.

Base cost: 1, cannot be maintained

### *Smite*

Regular

The target suffers 1d damage per FP burned. DR does not work against this damage.

Cost: up to your Psyker level+1

### *Lightning*

Missile

Fires a lightning this has 1/2D 50 Max 100 Acc 1. 3d sur per FP consumed.

Cost: up to your Psyker level+1

### *Fire breath*

Missile

Allows you to breath fire at 1/2D 25 Max 50 Acc 1. Does 2d (2) per FP consumed.

Cost: up to your Psyker level+1

### *Fortune*

Regular

Target gains Luck

Duration: 1 minute

Base cost: 1; same cost for maintaining

### *Gate of infinity*

Regular

Targets are teleported to a different place

Cost: (Distance modifier) \*(number of people teleported)

### *Light*

Area

Creates a burst of light to illuminate an area.

Duration: 5 minute

Basic cost: 1

### *Darkness*

Area

Removes light from are. Note this does not prevent see from the area, but to the area.

Basic cost: 1

### *Mind reading*

Regular

Roll contest of this skill and target Will. On success you may gain information as with mind probe.

Base cost: 1

## Techniques

*Recoil compensation*

Average

Default: ST

Prerequisites: Guns; cannot exceed Guns+4

You can use this technique when you are making all-out attack: Recoil compensation instead of your ST.



## Racial templates

### Ogryn



*Ogryns (Homo Sapiens Gigantus) are the largest and most physically powerful type of abhuman. They make ideal warriors and are often recruited into Imperial Guard regiments, and used as close assault shock troops.*

*Ogryns evolved on worlds with harsh and barren environments and high gravity. Most of these worlds, having no other use to humanity, were originally used as prison planets.*

*Ogryns are large and bulky, standing between 2½ and 3 metres tall. Ogryns vary in appearance according to world, but all are tough and powerful. Some forms are well-muscled, while others tend more towards grotesque obesity. Stupid and repulsively unhygienic, Ogryns have earned such names as Fats, Flabs, Slobs and Stenches. Ogryn populations produce mutant individuals to the same extent as humans. The psychic mutation, however, is unknown among Ogryns.*

*The issue of Ogryn classification is one of the most contentious within the Administratum's Abhuman department. This complex strain is currently listed as seven distinct types (Alpha, Theta, Type IV, Type VIIa, H.S. gigantus gigantus, H.S. gigantus Cranopus, and the mysterious Grey Ogryns). Many within the department believe that many of these classifications are all separate types, and another revision of strain classification is required.*

#### **105 Points**

**Attribute modifiers:** ST+20 (Size, -10%) [180]; DX-1 [-20]; IQ-3 [-60]; HT+1 [10]

**Secondary characteristic modifiers:** SM+1 [0]; HP+4 [8]; Will+1 [5]; Basic move+1 [5]

**Advantages:** Damage resistance 1 [5]; Fearlessness 2 [4]; Hard to kill 2 [4]; Hard to subdue 2 [4]; Teeth (Sharp teeth) [1]

**Disadvantages:** Appearance (ugly) [-8]; Illiteracy [-3]; Increased consumption [-10]; Innumerate [-5]; Social Stigma (Abhuman) [-10]; Trigger happy [-5]

## Ratling



*Ratlings (Homo Sapiens Minimus) are small abhumans, which are recruited into the Imperial Guard as Snipers.*

*Ratlings are the smallest type of abhuman, their ancestors having become stunted by thousands of years of inbreeding on worlds with naturally soporific climates and abundant harvests.*

*Ratlings are short and squat, although not strong. They are idle, hedonistic, gregarious, over-friendly and sexually promiscuous. Their lives are spent eating until sick, drinking copious amounts of intoxicating liquids, and procreating uncontrollably. These small, loud, hungry and lecherous creatures are called Runtlings, Stunties, Halfings, Maggots and Ratlings, among other things.*

### **-26 Points**

**Attribute modifiers:** ST-1 [-10]; DX+1 [20]; HT-1 [-10]

**Secondary characteristic modifiers:** SM-1 [0]; Per+2 [10]

**Advantages:** Silence 1 [5]

**Disadvantages:** Gluttony [-5]; Laziness [-10]; Lecherousness [-15]; Social Stigma (Abhuman) [-10]

**Quirks:** Does not like to wear boots [-1]

## Squat



*Squats (Homo Sapiens Rotundus) were short, stocky and tough abhumans.*

*Their average height was 1.4 metres. Of all the abhuman types, they most closely resembled humans. Squats were the descendants of humans who colonised the worlds around the galactic core in the far distant past.*

*The Squat ancestors were human colonists that reached the mineral rich worlds around the galactic core, during the time of the initial expansion beyond Earth's own system, long before the emergence of the Emperor. The colonisation came at the right time, as Earth's own mineral wealth was depleted. The worlds at the galactic core were rich in rare and unique minerals, but in terms of life were barren and unsuited for colonisation. These worlds are dark and bleak. Their gravity is great, usually two or three times that of Earth. Their atmospheres are either thin or non-existent. Even those planets with atmospheres are blasted by tremendous storms.*

*These planets became Mining Worlds. Colonists were forced to become self-sufficient, providing their own underground grown food. Due to the completely hostile nature of the surface the colonists formed underground societies. During the long isolation of the Age of Strife, the Squat race developed, evolving to suit their environment, becoming tougher, more resilient and physically shorter.*

### **36 Points**

**Attribute modifiers:** HT+2 [20]; ST+1 [10]

**Secondary characteristic modifiers:** SM-1 [0]; HP+2 [4]; Basic move-1 [-5]

**Advantages:** Hard to subdue 1 [2]; Improve G-tolerance (0,5G) [10]; Radiation tolerance 1 [5]

**Disadvantages:** Social Stigma (Abhuman) [-10]

## Goliath



*A genetically created abhumans. Originally designed as a slave labor.*

### **105 Points**

**Attribute modifiers:** ST+10 (Size, -10%) [90]; HT+2 [20]

**Secondary characteristic modifiers:** SM+1 [0]

**Disadvantages:** Social Stigma (Abhuman) [-5]

## Beastman (Gors)



*Beastmen (Homo sapiens variatus) are the most bestial and inhuman type of Abhumans.*

*Their bodies combine the features of both human and animal. Beastmen are much more variable in form than other abhuman types. They are considered Abhumans rather than ordinary Mutants, as individual Beastmen conform to a general physical and genetic standard and are no more prone to further mutation than normal humans.*

### **-19 Points**

**Advantages:** Claws (Hooves) [3]; Damage resistance 1 (skull) [1]; Striker (Crushing) [5]; Temperature tolerance 3 [3]

**Disadvantages:** Appearance (Hideous) [-16]; Social Stigma (Abhuman) [-10]; Social stigma (Second-class citizen) [-5]

### Beastman (Brays)

*These beastmen were born without horn, thus making them seen less worthy in eyes of other beastmen.*

**-30 Points**

**Advantages:** Claws (Hooves) [3]; Temperature tolerance 3 [3]

**Disadvantages:** Appearance (Hideous) [-16]; Social Stigma (Abhuman) [-10]; Social stigma (Second-class citizen) [-10]

### Longshank

*The Longshanks, also known as Homo Sapien Elongatus, are a recognized strain of Abhuman within the Imperium and reside on worlds with low levels of gravity. In appearance, the Longshanks are bald with very pronounced eyes and have unnaturally long legs, when compared with baseline humans.*

**-20 Points**

**Secondary characteristic modifiers:** Basic move + 1 [5]

**Disadvantages:** G-intolerance (0,1G) [-10]; Skinny [-5]; Social Stigma (Abhuman) [-10]

### Beastman (Minotaurs)



*As their name would give you any hints, Minotaurs are an unusually large and aggressive strain of giant Beastman, Minotaurs are comparable in physical size and strength to an Ogryn. These creatures are massive, bull-headed monstrosities that constantly hunger for hot blood and red meat. Often growing to twice the height of a man and far greater in muscular bulk, their thick-skulled heads are broad and ugly, and their horns can eviscerate with a single thrust. Minotaurs are possessed of a terrible hunger for flesh, particularly the flesh of Mankind. Yet it is not the gnawing hunger a mortal feels when deprived of sustenance, but a deep thirst for the unholy exhilaration the Minotaurs experience when they consume the flesh of their enemies.*

**113 Points**

**Attribute modifiers:** ST+20 (Size, -10%) [180]; IQ-1 [-20]; HT+1 [10]

**Secondary characteristic modifiers:** SM+1 [0]; Basic move+1 [5]; Per+1 [5]

**Advantages:** Claws (Hooves) [3]; Damage resistance 1 (Skull) [1]; Hard to kill 2 [4]; Hard to subdue 2 [4]; High pain threshold [10]; Striker (Impaling) [8]; Teeth (Sharp teeth) [1]; Temperature tolerance 3 [3]

**Disadvantages:** Appearance (hideous) [-16]; Bad smell [-10]; Berserk [-10]; Bestial [-10]; Disturbing voice [-10]; Illiteracy [-3]; Increased consumption [-10]; Innumerate [-5]; Social Stigma (Monster) [-15]; Uncontrollable appetite [-15]

## Gland warriors



*Gland Warriors are a specialized, genetically modified force of Imperial Guardsmen originally designed to battle the Tyranids. Despite being Human originally, due to the nature of their modifications they are now generally classified as Abhumans by the Imperium at large.*

### **38 Points**

**Attribute modifiers:** ST+1 [10]; HT+1 [10]

**Secondary characteristic modifiers:** Basic speed+0,25 [5]

**Advantages:** Combat reflexes [15]; High pain threshold [10]; Resistant (disease, +3HT) [3]; Resistant (poison, +3HT) [5]

**Disadvantages:** Berserk [-10]; Social Stigma (Abhuman) [-5]; Unusual biochemistry [-5]

## Scalie



*Scalies are a mutant strain of abhuman found in the underhive which have stabilised over time, although there is still a lot of variation, and are not as stable other abhumans found in the Imperium, like Ogryns and Ratlings.*

*Scalies are massive reptilian mutants almost as broad as they are tall. Their durability and strength are legendary among the people of the Underhive and have a fearsome reputation. Like some reptiles they have the ability to regenerate lost limbs and their thick skin acts as a natural armour.*

*They are rarely seen but it is said that they are by far the most numerous denizens of the Underhive. They are undoubtedly intelligent but seldom speak due to their twisted mutated necks and voice boxes having changed beyond the ability of normal human speech. So little is known about their origins or if there are hidden clans or tribes of Scalies in the most severely polluted badzones in the Underhive.*

### **126 Points**

**Attribute modifiers:** ST+20 (Size, -10%) [180]; DX-1 [-20]; IQ-2 [-40]; HT+1 [10]

**Secondary characteristic modifiers:** SM+1 [0]; Basic move+1 [5]

**Advantages:** Claws (Sharp claws) [5]; Damage resistance 5 [25]; Hard to kill 2 [4]; Hard to subdue 2 [4]; Regrowth [40]; Teeth (fangs) [2]

**Disadvantages:** Appearance (Hideous) [-16]; Bad smell [-10]; Cannot speak [-15]; Ham-fisted 1 [-5]; Hunchback [-10]; Illiteracy [-3]; Increased consumption [-10]; Innumerate [-5]; Social Stigma (monster) [-15]

### Aftriel Strain

*Afriel Strain soldiers were created during an experimental process, of which little is known about. It was an attempt to capitalise on the characteristics of the heroes of the Imperium's genetic material, using all the best traits which made them great. It was an attempt to create the perfect soldier, which failed. Afriel Strain warriors, for some reason, have the worst luck. Afriels are normally albino, with pale alabaster skin, pale hair and colourless eyes.*

#### **-14 Points**

**Attribute modifiers:** ST+1 [10]; DX+1 [20]; IQ+1 [20]; HT+1 [10]

**Secondary characteristic modifiers:** Will+1 [5]; Basic speed +0,25 [5]

**Advantages:** Combat reflexes [15]; Fearlessness 4 [8]; Fit [5]

**Disadvantages:** Cursed [-75]; Low empathy [-20]; No sense of humour [-10]; Unnatural features 2 [-2]; Social Stigma (Abhuman) [-5]

### Nightsider (Alpha)

*Nightsiders descend from the populations of many worlds in the Imperium that live their lives in near, or sometimes complete darkness. Some planets are inhabitable only on their night side, because the opposite surface is exposed to the full force of the system's star. Other populations exist underground, because the surface of the world is entirely uninhabitable. Such populations are considered mutants by many, for they may sport bulbous eyes adapted to the dimmest conditions, or they may in fact have only vestigial eyes and enhanced senses that compensate for near or total blindness*

#### **-19 Points**

**Advantages:** Night vision 5 [5]

**Disadvantages:** Social Stigma (Abhuman) [-10]; Weakness (Sunlight) (1d per 30 min; Variable (Heavy clothing)) [-9]; Photophobia [-5]

### Nightsider (Beta)

*This subtype of Nightsiders developed echolocation to replace their eyesight.*

#### **-34 Points**

**Advantages:** Scanning sense (sonar) [20]; Ultrahearing [5]; Vibration sense (air) [10]

**Disadvantages:** Blindness [-50]; Social Stigma (Abhuman) [-10]; Weakness (Sunlight) (1d per 30 min; Variable (Heavy clothing)) [-9]

## Rak'gol



*The Rak'Gol are a vicious xeno race of Marauder pirates found in the Koronus Expanse. The slightest mention of their name makes the denizens of the expanse highly superstitious as it is said to invite the brutal creatures to attack.*

*Rak'Gol typically possess eight limbs, while not in pursuit a Rak'Gol will walk upright on four limbs using the other four for various functions. While chasing prey the Rak'Gol can easily alter its body position so that it can use all eight limbs for locomotion. A Rak'Gol's upper four limbs are adaptable and can change their musculature to use as hands with opposable digits or as grasping feet. A Rak'Gol's limbs are strong enough that an adult can climb and run upside down.*

*Rak'Gol are large creatures that easily dwarf humans; standing at least 2.6 metres tall and weighing 175 kilograms. Rak'Gol are reptilian in appearance with thick stony hides, two eyes deeply set into the skull and tympanic-like membranes for hearing. Other common features include keen senses of smell and sight, and a prehensile tail to assist in balance.*

### **214 Points**

**Attribute modifiers:** ST+10 (Size, -10%) [90]; DX+1 [20]; IQ-1 [-20]; HT+1 [10]

**Secondary characteristic modifiers:** Per+1 [5]; SM+1 [0]

**Advantages:** Acute taste and smell 1 [2]; Acute vision 1 [2]; Claws (sharp claws) [5]; Combat reflexes [15]; Damage resistance 2 [10]; Enhanced move (Ground; arms sacrifice) [10]; Extra arms 2 [20]; Extra arms 1 (extra flexible; weak) [12]; Extra attack 1 [25]; Extra legs (4 legs) [5]; High pain threshold [10]; Radiation tolerance 2 [10]; Teeth (fangs) [2]

**Disadvantages:** Bad temper [-10]; Berserk [-10]; Increased consumption [-10]



## Space marine



*The Adeptus Astartes (commonly known as Space Marines, and colloquially as Angels of Death) are one of the most elite and feared fighting forces in the Imperium of Man. The primary unit of organisation is the Chapter, a self-contained army fully equipped with its own transport, non-combatant support staff etc. There are around a thousand Chapters, each comprising a thousand Space Marines. There are far too few Space Marines to form the Imperium's main military forces; instead they operate as highly mobile strike forces. They are entrusted with the most dangerous missions, such as lightning raids behind enemy lines, infiltration, and tunnel fighting. Through selection, training, and conditioning, Marines are physically, mentally, and spiritually superior to any other Imperial soldier.*

### 466 points

**Advantages:** Secondary heart [31]; Ossmodula [30]; Biscopea [90]; Haemastamen [20]; Larraman's organ [20]; Catalepsean note [23]; Preomnor [11]; Omophagea [20]; Multi-lung [7]; Occulobe [8]; Lyman's ear [23]; Sus-an membrane [30]; Melanchromic organ [5]; Oolitic kidney [10]; Neuroglottis [8]; Mucranoid [8]; Betcher's gland [14]; Progenoids [1]; Black carapace [112]; Angel of death [30]

**Disadvantages:** Code of honour (Space marine) [-10]; Discipline of faith (Ritualism) [-5]; Fanaticism [-15]; Sense of duty (chapter) [-5]

Effective modifiers/advantages:

**Attribute modifiers:** HT+2; ST+10

**Secondary characteristic modifiers:** FP+3; SM+1; Basic move+1; HP+5; Acute vision 2; Acute hearing 2; Acute taste and smell 4

**Advantages:** Hard to kill 1; Hard to subdue 1; Damage reduction 5; Very fit; Rapid healing; Recovery; Less sleep 4; Catalepsean note; Reduced consumption 2 (Cast iron stomach); Resistant (Disease); Resistant (poison); Omophagea; Breth-holding 1; Filter lungs; Night vision 4; Parabolic hearing 1; perfect balance; Sus-an Membrane; Radiation tolerance 1; Oolitic kidney; Temperature tolerance 3; Vacuum support; Innate attack 2 (Corrosion, reduce range 3); Progenoids; Damage reduction 15 (torso); Black carapace; Angel of death

**Perks:** Sanitised metabolism

**Disadvantages:** Unusual biochemistry; Code of honour (Space marine); Discipline of faith (ritualism); Fanaticism; Sense of duty (chapter)

## Chapters

Apply these templates on top of Space marine template.

### *Dark angels*

*The Dark Angels were the 1 Legion of the twenty original Space Marine Legions. Their Primarch is Lion El'Jonson. After remaining loyal to the Emperor during the Horus Heresy, this legion was later re-organized and divided into several Chapters during the Second Founding. One of these chapters would keep the original legion's name and assets, though all of the Dark Angels descendants continue to work together to hunt The Fallen as the Unforgiven.*

### -40 points

**Disadvantages:** Secret (possible death) [-30]; Sense of duty (legion) [-10]

### Imperial fists

The Imperial Fists were the VII Legion of the original twenty Space Marine Legions. Their Primarch is Rogal Dorn. The Legion remained loyal during the Horus Heresy, after which it was reorganised according to the Codex Astartes and divided into Chapters. The Imperial Fists have maintained an intense rivalry with the Iron Warriors since prior to the Horus Heresy, with whom they share a specialisation in siege warfare. The Imperial Fists are recognised to be among the most loyal Chapters to the Emperor and have been instrumental in holding the Imperium together during the bleakest of times with renowned stubborn resilience.[16a] Because of their service to the Imperium, especially their role in leading the defense of Terra during the Horus Heresy, the Imperial Fists are also known as the "Defenders of Terra."

-35 points

**Advantages:** High pain threshold [10]; Fearlessness 2 [4]

**Disadvantages:** Stubbornness [-5]; Does not have Sus-an membrane and Betcher's gland [-44]

### Ultramarines

The Ultramarines, originally known as the War-Born[50a], were the XIII Legion of the original twenty Space Marine Legions. This loyalist Legion was later re-organized and divided into Chapters according to the Codex Astartes. Their Primarch is Roboute Guilliman, whose leadership, not to mention his authorship of the Codex Astartes, were instrumental in humanity's survival following the Horus Heresy. Because their Primarch wrote the text that defines a Space Marine Chapter, the Ultramarines follow this Codex strictly; their only deviation being the recent formation of the Tyrannic War Veterans, comprised entirely of veterans of battles with the Tyranids. The Ultramarines are possibly the most important Imperial organization on the Eastern Fringe.

-15 points

**Disadvantages:** Code of honour (Codex Astrates) [-10]; Hidebound [-5]

### Black dragons (Dragon claws)

The Black Dragons are chiefly known for their status as a Cursed Founding chapter, and for their uniquely peculiar gene-seed mutation; their Ossmodula zygote has mutated, producing bony crests on their heads and blades from the forearm and elbow. Similar to the Death Company of the Blood Angels, those with these abnormalities join a separate unit, known as the Dragon Claws. In this unit, they sharpen their protrusions to a killing edge and coat them with adamantium to turn them into horrible Close Combat Weapons.

45 points

**Secondary characteristic modifiers:** SM+1

**Advantages:** Damage resistance 5 [25]; Striker (Impaling) (Long(+1); Armor divisor 2 (+50%)) [24]

**Disadvantages:** Reputation (suspicion of heresy/mutation) -2 (All the time; 7 or less) [-4]

### Black Templars

The Black Templars are a Second Founding chapter derived from the Imperial Fists. Since its founding, the Black Templars have campaigned on a never-ending crusade.

-47 points

**Advantages:** High pain threshold [10]; Fearlessness 2 [4]

**Disadvantages:** Stubbornness [-5]; Does not have Sus-an membrane and Betcher's gland [-44]; Intolerance (Psykers) [-5]; Intolerance (Mutant) [-5]; Reputation (Codex defiant) -1 (Small class) [-2]

### Carcharodons

The Chapter named Carcharodon Astra — translated into Low Gothic as the Space Sharks, but known more widely as the Carcharodons — is a Space Marine Chapter of unknown provenance that has relatively recently carved for itself a dark and brutal legend in the bloody wake of the Badab War. Much of the information surrounding its history is shrouded in myth or allegory, but fragmented pieces of data point to it already being in existence as early as late M32, during the Astropath Wars. The Chapter's ancient history speaks of a "Day of Exile", a time when the Wandering Ancestors had been banished from their home world and ordered out beyond the Galaxy's edge. One thing is for certain, however: that the Chapter was given a sacred duty to travel the empty spaces beyond the Imperium's borders, seemingly forever, to seek out and destroy the enemies of Mankind.

-20 points

**Advantages:** Teetch (sharp teeth) [1]

**Disadvantages:** Berserk [-10]; Bloodlust [-10]; Unnatural feature [-1]

#### Minotaurs

*The Minotaurs are a relatively mysterious Chapter of the Adeptus Astartes, as they are principally notable for the fact that, beyond the last thousand years, most records of them appear to have been locked away under seals so tight even members of the Inquisition find them difficult to open. In addition, other records appear to have been lost or mislaid. The matter is made even more complex by the existence of historical records relating to "a" Minotaurs Astartes chapter, but whether it is the same one as that of M41 is open to conjecture. Finally, the chapter is rumoured to possess some form of direct tie to the High Lords of Terra themselves that circumvents other forms of Imperial bureaucracy completely; a rumour that has given the Ordo Hereticus some cause for concern.*

#### -28 points

**Disadvantages:** Berserk [-10]; Impulsiveness [-10]; Reputation (Possible heretics)-3 (All the time; Small class) [-5]; Reputation (Unruly)-2 (Large class; 10 or less) [-3]

#### Grey knights

*The Grey Knights are the legendary Chapter 666 - and although nominally a Chapter of the Astartes, they are in the Chamber Militant of the Inquisition. Each member of the chapter undergoes a gruelling and torturous selection process, and even once inducted, their harsh training regime is without equal. In battle, they move as an army of silver ghosts, surrounded by awe, and equipped to the teeth to deal with the worst foes that Chaos can raise to meet them.*

*Ever since the Chapter's founding, only the Inquisition and Chapter Masters have been allowed to know of the Grey Knight's existence. Many chapters believe the Grey Knights to be a myth, if they have even heard of them at all.*

#### -20 points

**Advantages:** Immune to possession [5]; Psyker 0 [5]

**Disadvantages:** Secret (possible death) [-30]

## Eldar



*The Eldar or Aeldari (before their race fell), known to themselves as the Asuryani (or followers of Asuryan) are an ancient race of elf-like humanoids. Once they dominated the Galaxy but are currently a dying race. After the Fall of the Eldar they lost their main homeworlds and are currently scattered among the stars, inhabiting planetoid-sized starships known as Craftworlds.*

*Superficially, the Eldar appear very similar to humans, though they are generally taller and slimmer, with sharp features and pointed ears. They are long-lived by human standards, and most will live more than a thousand years unless they die from accident or disease. Eldar also have much faster metabolic rates than humans, and their cardiac and neurological systems are more advanced. These traits manifest in their vastly heightened reactions and agility compared to humans. To them humans seem to move in slow motion with a certain degree of awkwardness, while to humans the Eldar can move with distracting grace and can be blindingly fast in combat. As a race they have a high level of psychic ability, which serves as the foundation of their technology. The Eldar that actively cultivate their psyker potential seem to exhibit a much-extended lifespan as well, one proportional to their prowess. The Farseers of the Eldar can live for several thousand years. Eldar are mentally far superior to humans, and feel all emotions much more strongly, requiring the Eldar to exercise constant restraint to avoid mental breakdown.*

*Eldar seem to reproduce in stages, with new genetic material being added by the father to the developing embryo over an extended period. This process is ill-understood, but Eldar autopsies are suggestive of it. It is however known that the Eldar gestation cycle is much longer than for most other races.*

### **129 Points**

**Attribute modifiers:** DX+2 [40]; IQ+2 [40]

**Secondary characteristic modifiers:** HP-1 [-2]; Will+1 [5]; Per+1 [5]; Basic speed+0,5 [10]

**Advantages:** Appearance (Attractive) [4]; Combat reflexes [15]; Extended lifespan 5 [10]; Longevity [2]; Early maturity 5 [5]; Psyker 0 [5]

**Disadvantages:** Discipline of faith [-5]; Overconfidence [-5]

## Dark Eldar



*The Dark Eldar, also known as Drukhari are kindred to the Eldar, an ancient and advanced race of elf-like humanoids.*

*The origins of the Dark Eldar can be found in the Fall of the Eldar, the great cataclysm that nearly destroyed the entire Eldar race. It was an event so terrible that not only did it kill trillions of Eldar, but it breached the gap between real space and the Warp, and gave birth to Slaanesh, a Chaos God.*

*Dark Eldar are similar in many ways to the rest of the Eldar race - tall, lithe, humanoids with tapered ears and sharp eyes. However, generations of physical conflict combined with living inside the Dark City has led to a number of distinct variations. The skin of a Dark Eldar is almost translucent, an effect of the lack of sunlight within Commorragh. A Dark Eldar's strength and reflexes are actually superior to that of a Craftworld Eldar - pict-captures of the Evolus Massacre had to be slowed to one-fourth speed in order to follow the movements of individual Kabalites as they slaughtered Imperial civilians. Stories of Dark Eldar dodging shots from lasguns and kicking frag grenades back into the enemy's ranks are common, and within the gladiatorial arenas a single Wych is more than a match for any ten human warriors. Dark Eldar senses are also sharper, allowing them to see their enemies perfectly well even during pitch darkness.*

### **92 Points**

**Attribute modifiers:** DX+2 [40]; IQ+1 [20]

**Secondary characteristic modifiers:** HP-1 [-2]; Per+2 [10]; Basic speed+1 [20]

**Advantages:** Combat reflexes [15]; Extended lifespan 5 [10]; Longevity [2]; Early maturity 5 [5]; High pain threshold [10]; Night vision 2 [2]

**Disadvantages:** Overconfidence [-5]; Bully [-10]; Dependency (Pain) (Rare; seasonally) [-10]; Sadism [-15]

## Lacrymole



*The Lacrymole are a race of aliens which have the ability to shapeshift and change their appearance at will. They stow aboard Imperial craft to travel the galaxy where they feed upon the blood of their victims. They were first discovered by Inquisitor Gründvald on Betacairn. Gründvald held an assembly with many other members of the Ordo Xenos to declare the race Xenos Horrificus. It was believed that Lacrymole were purged and cleansed, though later Inquisitor Malas Dyce encountered them on the Space Hulk Charnel Spectre.*

### **87 Points**

**Secondary characteristic modifiers:** Per+2 [10]; Basic peed+1 [20]

**Advantages:** Alternate form (cosmetic) [8]; Claws (sharp claws) [5]; Damage resistance 5 [25]; Infravision [10]; Less sleep 2 [4]; Mind probe (blood consumption) [12]; Silence 1 [5]; Teeth (Sharp teeth) [1]; Temperature tolerance 2 [2]

**Disadvantages:** Restricted diet (Blood) (Common) [-20]; Cold-blooded [-5]

## Hrud



*Physically, Hrud tend to be impossible to study as they wear ragged cloaks which they wear habitually and helps conceal their true form. This is namely a misshapen morass of decomposing filth though it is known that they have a female gender. They have been depicted as being a crouched, diminutive creature swathed in rags, its face obscured by a hood, and possessing a rat-like tail. It seems that the Hrud prefer darkness and are basically scavengers and tunnel-dwellers. They are found all over the galaxy, though never in large numbers. They are considered to be parasites, and when they are referred to it is usually as "infesting" a place. In addition, the limbs of a Hrud have a bone structure similar to the human spine allowing the limbs to bend in any direction (hence the nickname "bendies"). They also exude various poisons from their skin. Their bodies liquefy rapidly upon death - conveniently making detailing the creature impossible.*

*The bodies of this species are known to be perfectly adapted to the life of opportunistic predators and they are able to synthesize a staggering array of different poisons. Any humans that were adopted by a tribe tended to adapt and live on these poisonous emanations. Thus, their departure can leave a human that had lived amongst them to die in a state of toxic shock as their bodies became deprived of these poisons. In addition, they are able to slip past even the narrowest of tunnels. Furthermore, they generated what they called a "ssaak" or "see mist" which is a distortion field that is actually biologically generated from their bodies which allows them to confound the eyes of any enemies. Many outsiders did not know whether this ability was a physical ability, a property of the chemicals they produced or simply a trick of the light. What is known is that the Hrud tend to be shrouded in darkness, even when in a cell with full light they are able to conceal themselves. This is why their species became known as "shadow creepers" and that legends spoke of them being nearly invisible.*

*Another notable quality amongst the race is that they produce innate entropic fields from their bodies. This has the side effect of aging their surroundings leading to objects such as crops turning to dust due to prolonged exposure and Humans suffering from premature aging. These time distorting fields are capable of wreaking havoc on entire worlds during mass migrations which are caused by the simple presence of the Hrud.*

*Genestealer Contagii are known to exist within Hrud communities.*

### 123 Points

**Attribute modifiers:** DX+1 [20]

**Secondary characteristic modifiers:** Per+2 [10]

**Advantages:** Arms (extra-flexible, long) [15]; Claws (Talons) [8]; Double Jointed [15]; Teeth (Sharp teeth) [1]; Affection (Entropic field) (Always on -20%; Area effect (16yd.) +200%; Aura +80%; Cosmic (Irresistible attack) +300%; Melee attack -30%; Long term exposurer -50%) [32]; Innate attack 3 (toxic, Follow-up (Claws, Teeth)) [12]; Affection (Toxic mist) (Always on -10%; Area effect +200%; Aura +80%; Melee attack -30%; Respiratory agent +50%; Long term exposurer -50%) [18]; Night vision 2 [2]; High pain threshold [10]

**Disadvantages:** Bad smell [-10]; Colourblindness [-10]

Affections explained:

**Entropic field:** Everything in the field for 24 hours must roll HT+1. On failure, organic things age 48 hours instead of 24, other things will lose 1 HT due to disrepair. This field does not affect Hrud themselves but it does their creations.

**Toxic mist:** Everyone that spend 24 hours in the mist must roll HT+1, on failure he gains addiction on the mist (For -5 points).

## Enouliau



*The Enoulians are a race of humanoids believed to have originated from the Halo Stars but are occasionally encountered in the Calixis Sector.*

*Enoulians are smaller than baseline humans, being on average 1.5m tall with a slight build. They also have yellow skin that exudes a lubricating material that allows them to slip free from any attempt to capture them.*

*They do not have externally developed ears or noses like other humanoid creatures such as Humans or Eldar instead having simple slits where those organs should be.*

*They wear simplistic clothing, which often leads humans to believe that they are a race of primitives. Yet they are a highly advanced species and use technologies unavailable to the Imperium.*

### **0 Points**

**Advantages:** Slippery 3 [6]

**Disadvantages:** Berserk (15 or less) [-5]

**Quirks:** Really hates Imperial iconography [-1]



## Tau



*The Tau are generally shorter than humans, smaller in stature and with less muscle mass and body weight. Every Tau is humanoid in shape, with two arms, two cloven feet, and a single head. Their grey-blue skin is leathery and tough and exudes no moisture, owing to the generally dry conditions of their homeworld. Their faces are flat, wide around the eyes, and their olfactory organs are located inside their mouths. Their eyes can see into the infrared and ultraviolet. Tau eyesight is good, but they focus on distant objects slower than humans.*

*The Tau has three digits and a single opposable thumb on each hand. The main difference from humans is the bone structure of Tau's lower legs, feet and ankles. Tau have shorter bones of the tibia and fibula, but their feet have elongated cuneiform bones and talus and two large central weight-bearing toes. The Tau have evolved to stand and move without using their heels.*

*The colour of a Tau's skin often depends to his caste as well which sept he calls home. In general, it can be said that the the Air caste have the palest pigmentation, while Fire caste tend to have the darker. The darker the Tau's bluish-grey skin, the closer to the sun he lives - therefore those living on Vior'la have much darker skin than those from Bork'an. Also it is known that some strange quality in the green-tinged sun of the N'dras sept can leave those from that region slightly mottled.*

*It has also been suggested by several Imperial observers that Tau blood is bluish-purple, explaining that the blood contains trace amounts of cobalt, rather than iron as common in humans*

*It is known that life span of the Tau is short. Most tau need only 1-2 decs (1,5-3 Terra hours) of sleep per every rotaa (rotaa - 15 Terran hours), so approximately 1,5 Terra hours for 15 hours Tau "day".*

### **-7 Points**

**Attribute modifiers:** ST-1 [-10]

**Secondary characteristic modifiers:** Per-1 [-5]; Basic speed - 0,5 [-10]

**Advantages:** Claws (Hooves) [3]; Hyperspectral Vision [25]; Less sleep 5 [10]; Small warp reflection [5]

**Disadvantages:** Fanaticism (Extreme) [-15]; Short lifespan 1 [-10]

## Kroot



*The Kroot (scientific name Krootis aviana, referenced by the Imperium as Kroot Carnivore) are a humanoid species of xenos. They appear throughout the galaxy, but are most frequently associated with the Tau Empire. The Kroot originated on the world of Pech and, though their physiology is humanoid, there is evidence to suggest that the roots of their evolution may be avian in origin. They retain vestigial beaks and have a light, almost hollow bone structure, with four digits on each hand and foot. Their skin is rough with small, barbed spines, similar to the elongated quills on their heads, protruding from various locations on their flesh. Skin pigmentation ranges from earthy brown colours and dappled greens to vibrant oranges and everything in between. Depending on the feeding directions of the Kroot Shapers, the colouration of each kindred can vary quite considerably. It is also common for Kroot from each kindred to have particular tribal markings painted onto their skin. Kroot mature quickly, with their most rapid period of growth occurring in the first ten years of their lives. By the age of twelve they are considered adults and it is not unknown for Kroot to live to over a hundred years old, their skin becoming increasingly pitted and leathery in their last few years of life.*

*Kroot are tall and their bodies have a wiriness to them that appears deceptively fragile. In actuality, Kroot musculature is extremely powerful and composed of dense fiber spindles with a greater power-to-mass ratio than is found in humans. Swift muscle contractions create a whiplash effect, allowing the Kroot to deliver powerful blows with great rapidity. On the ground, the Kroot tend to move with a bounding, hopping gait, but in dense forests, they can spring from tree to tree at great speed.*

### 55 points

**Attribute modifiers:** ST+1 [10]; DX+1 [20]; IQ-1 [-20]

**Secondary characteristic modifiers:** Per+1 [5]; Basic speed +0,25 [5]

**Advantages:** Acute Hearing 1 [2]; Acute taste and smell 2 [4]; Claws (sharp claws) [5]; Early maturity 1 [1]; Fearlessness 1 [2]; Ultrahearing [5]; Super climbing 1 [3]; Super jump 2 [20]; Teeth (sharp beak) [1]; Genetic consumer [5]; Night vision 2 [2]

**Disadvantages:** Bloodlust [-10]; Discipline of faith (ritualism) [-5]

## Vespid



*The Vespid, (known as Stingwings by the Imperial Guard or Mal'Kor by the Tau) are an insectoid race allied with the Tau Empire.*

*The inhabitants of the planet Vespid are a bipedal, vaguely insectoid race which have a sturdy chitinous exoskeletal barbed armour that encases their bodies. They stand somewhat taller than the average human and appear to be much faster, due to the chitinous wing-like protrusions on their backs which emit an ultrasonic tone, which they use to control and modulate their technology. They have three pairs of eyes running in two lateral lines down their faces, one perceives the ultraviolet range, the second perceives the normal visible spectrum, and the last sees the infra-red. The females are larger.*

*Their mouths are an arrangement of mandibles each with a row of sharp teeth.*

### 102 points

**Attribute modifiers:** DX+1 [20]

**Advantages:** Acute hearing 1 [2]; Claws (sharp claws) [5]; Damage resistance 5 [25]; Flight (Low ceiling (30 foot); small wings) [32]; Hyperspectral vision [25]; Striker (impaling) [8]; Teeth (sharp teeth) [1]

**Disadvantages:** Appearance (Hideous) [-16]

## Demiurg



*The Demiurg are a race of short, semi-humanoid traders and miners allied with the Tau Empire.*

### 20 points

**Attribute modifiers:** HT+1 [10]

**Secondary characteristic modifiers:** SM-1; Basic move-1 [-5]

**Advantages:** Damage resistance 1 [5]; Improved G-tolerance [5]; Radiation tolerance [5]

## Ork



*Orks are a symbiosis of both animal and fungus at the most basic level. The Orks animal side lives in complete harmony with its fungal side and each compliment the other and come together to form a tough and resilient creature. An example of this is found when comparing an Ork to a human. It appears that the fungus allows the Ork's body to negate the use of complex internal organs, the immune system and the reproductive anatomy. The fungus therefore allows the Ork to reduce the number of potentially fatal injuries possible, further improving their survivability. The Ork's animal side however suggests a primitive pack-based omnivorous growth pattern; the Orks relying on each other to hunt for food etc. in a pack. The most interesting feature however, is the lack of any sign for any evolution or evolutionary process. This indicates that the Orks may have been created, or grown, as a result of highly advanced biological engineering. If this is true, then it is likely that the Orks represent the ultimate fighters; strong, tough, durable and aggressive with the biology to back them up.*

*The most striking feature about the Orks is their green skin. Combined with their green blood, Magos Biologis have come to the conclusion that, rather than a complete reliance on the consumption of nutrients in the form of food, Orks have a primitive and basic ability to photosynthesise. This would give them a tremendous advantage over other races as they can reduce their supply lines to ammunition and fuel and all the other parts of war, but without the need to transport perishable goods. The blood of an Ork is also interesting, in that it contains countless distinct fungal organisms and has a chlorophyll high content, with trace elements of carbon and copper. This would account for the green colour of the blood and shows that photosynthesis is an important part of the Ork structure.*

### **63 Points**

**Attribute modifiers:** ST+5 [50]; DX-1 [-20]; IQ-2 [-40]

**Secondary characteristic modifiers:** Per+1 [5]

**Advantages:** Acute taste and smell 2 [4]; Combat reflexes [15]; Damage resistance 5 [25]; Fearlessness 3 [6]; Hard to kill 1 [2]; Hard to subdue 1 [2]; High pain threshold [10]; Might make right [5]; Night vision 2 [2]; Orkoid endurance [30]; Teeth (Fangs) [2]; Unaging [15]

**Disadvantages:** Bad temper [-10]; Berserk [-10]; Bloodlust [-10]; Bully [-10]; Impulsiveness [-10]; Innumerate [-5]; Trigger happy [-5]

## Gretchin



*Gretchin, Grots or Runts are a lesser Orkoid slave race who do the menial tasks which Orks consider themselves above.*

*Gretchin have a similar physical structure to Ork but are much smaller and weaker. They have short runty legs and grasping fingers to employ their greatest skill, low cunning. They are far more numerous than Orks and have large bulbous heads with tattered ears which flatten when they are scared. They have sharp fanged jaws which are their best physical weapon. They have an excellent sense of smell, hearing and they have effective sight in the dark. These traits aid their self-preservation allowing them to survive in the dangerous Ork society. Some Gretchin have even developed a sixth sense of sorts, or a natural ability to be far more fortunate than they have right to be.*

### **-66 Points**

**Attribute modifiers:** ST-2 [-20]; DX-1 [-20]; IQ-2 [-40]; HT-1 [-10]

**Secondary characteristic modifiers:** Per+1 [5]; SM-1

**Advantages:** Acute taste and smell 2 [4]; Damage resistance 5 [25]; Hard to kill 2 [4]; Hard to subdue 1 [2]; High pain threshold [10]; Might make right [5]; Night vision 2 [2]; Orkoid endurance [30]; Teeth (Fangs) [2]; Unaging [15]

**Disadvantages:** Bad temper [-10]; Bloodlust [-10]; Bully [-10]; Cowardice [-10]; Impulsiveness [-10]; Innumerate [-5]; Social Stigma (Subjugated) [-20]; Status -1 [-5]

## Snotling



*The Snotlings (sometimes called Snots) are an Orkoid species.*

*They are tiny beings that appear as small Gretchin, and being so, occupy what is perhaps the lowest rung of Ork society. While the Gretchin serve as servants and other secondary positions in Ork society, Snotlings will serve sometimes as "pets," but more often they serve in Orkish agricultural and animal husbandry roles due to their affinity with the fungus and squigs that appear in Ork settlements. Supervised and trained by Runtherds, Snotlings will cultivate the fungus to provide Orks with food, drink, and medicine. Snotlings' affinity with squigs usually ensures that only a few dozen Snotlings are eaten by their "livestock" on any given day.*

### **-136 Points**

**Attribute modifiers:** ST-4 [-40]; DX-1 [-20]; IQ-4 [-80]; HT-2 [-20]

**Secondary characteristic modifiers:** Per+1 [5]; SM-1

**Advantages:** Acute taste and smell 2 [4]; Damage resistance 2 [10]; Hard to kill 2 [4]; Hard to subdue 1 [2]; High pain threshold [10]; Might make right [5]; Night vision 2 [2]; Orkoid endurance [30]; Teeth (Fangs) [2]; Unaging [15]

**Disadvantages:** Bad temper [-10]; Cowardice [-10]; Impulsiveness [-10]; Innumerate [-5]; Social Stigma (Subjugated) [-20]; Status -2 [-10]

## Necron



*In appearance, the Necrons are skeletal parodies of living beings with swirling green energies emanating from their mechanical limbs and baleful lifeless emerald eyes. All of their numbers possess sophisticated auto-repair systems throughout their exo-skeletal systems that can repair even the most crippling of damages. While this can keep them functioning constantly, should there be irreparable damage sustained, the Necron "phases out". Both their minds and their bodies are teleported to the nearest tomb complex where they either remain in storage until repairs are made or a new body is forged. This act does, however, come at a cost as each act of transference leads to a decay in the Necron's engrams. As such, those Necrons that have "died" and phased out hundreds of times suffer the most for they become little more than automatons who have lost the memory of the creature that they used to be in life.*

### *Cryptek-tier body*

**968 Points**

**Attribute modifiers:** ST+10 [100]; HT+2 [20]

**Secondary characteristic modifiers:** Per+2 [10]

**Advantages:** Combat reflexes [15]; Damage resistance 45 [225]; Doesn't breathe [20]; Doesn't eat or drink [10]; Doesn't sleep [20]; Fearlessness 10 [20]; Hard to kill 2 [4]; Hard to subdue 2 [4]; High pain threshold [10]; Injury tolerance (no blood; Homogenous) [45]; Recovery [10]; Regeneration (very fast) [100]; Resistant (poison) (Immunity) [30]; Resistant (Disease) (Immunity) [30]; Sealed [15]; Unaging [15]; Unfazeable [15]; Phase out [250]; Vacuum support [5]; Small warp reflection [5]; Immune to possession [5]

**Disadvantages:** Disturbing voice [-10]; No sense of smell/taste [-5]

### *Lord-tier body*

**1243 Points**

**Attribute modifiers:** ST+10 [100]; HT+2 [20]

**Secondary characteristic modifiers:** Per+2 [10]

**Advantages:** Combat reflexes [15]; Damage resistance 45 [500]; Doesn't breathe [20]; Doesn't eat or drink [10]; Doesn't sleep [20]; Fearlessness 10 [20]; Hard to kill 2 [4]; Hard to subdue 2 [4]; High pain threshold [10]; Injury tolerance (no blood; Homogenous) [45]; Recovery [10]; Regeneration (very fast) [100]; Resistant (poison) (Immunity) [30]; Resistant (Disease) (Immunity) [30]; Sealed [15]; Unaging [15]; Unfazeable [15]; Phase out [250]; Vacuum support [5]; Small warp reflection [5]; Immune to possession [5]

**Disadvantages:** Disturbing voice [-10]; No sense of smell/taste [-5]

## Necron destroyer



*While many Necrons long for a return to their organic state, Destroyers have thrown that dream away in order to pursue the all-important goal of annihilation. They ruthlessly adapt, augment, or expunge any facet of their physical form in order to better their combat capacity. Even the Destroyer's senses are reconfigured to better serve target lock and prediction capability, its neural circuitry repathed to improve response times at the cost of emotions. Destroyers will still flee before an enemy, seeing retreating as a form of self-preservation rather than base organic fear.*

### **1396 Points**

**Attribute modifiers:** ST+20 [180]; HT+5 [50]

**Secondary characteristic modifiers:** Per+2 [10]; HP+15 [27]; SM+1

**Advantages:** Combat reflexes [15]; Damage resistance 100 [500]; Doesn't breathe [20]; Doesn't eat or drink [10]; Doesn't sleep [20]; Fearlessness 10 [20]; Hard to kill 3 [6]; Hard to subdue 3 [6]; High pain threshold [10]; Injury tolerance (no blood; Homogenous) [45]; Recovery [10]; Regeneration (very fast) [100]; Resistant (poison) (Immunity) [30]; Resistant (Disease) (Immunity) [30]; Sealed [15]; Unaging [15]; Unfazeable [15]; Phase out [250]; Vacuum support [5]; Small warp reflection [5]; Immune to possession [5]; Acute vision 3 [6]; Enhanced move (air) 1 [20]; Flight (5 foot ceiling) [30]; Infravision [10]; Night vision 5 [5]; Telescopic vision 1 [5]

**Disadvantages:** Disturbing voice [-10]; No sense of smell/taste [-5]; Bad temper [-10]; Berserk [-10]; Bloodlust [-10]; No legs (Aerial) [0]; Low empathy [-20]; No sense of humor [-10]



## Skorpekh



*Skorpekh Lords are Necron nobles who have succumb to the Destroyer Cult through an obsession with slaughter, leading to their bodies and minds becoming twisted. Like their smaller Skorpekh Destroyer kin, Skorpekh Lords are vessels of monomaniacal obsession. They have been stripped of any compassion and nobility, existing only to kill the living. The desire to kill has long since eclipsed the reasons why and they are driven ever onwards by their insanity.*

### **1507 Points**

**Attribute modifiers:** ST+30 [270]; HT+5 [50]

**Secondary characteristic modifiers:** Per+2 [10]; HP+15 [27]; SM+1

**Advantages:** Combat reflexes [15]; Damage resistance 100 [500]; Doesn't breathe [20]; Doesn't eat or drink [10]; Doesn't sleep [20]; Fearlessness 10 [20]; Hard to kill 3 [6]; Hard to subdue 3 [6]; High pain threshold [10]; Injury tolerance (no blood; Homogenous) [45]; Recovery [10]; Regeneration (very fast) [100]; Resistant (poison) (Immunity) [30]; Resistant (Disease) (Immunity) [30]; Sealed [15]; Unaging [15]; Unfazeable [15]; Phase out [250]; Vacuum support [5]; Small warp reflection [5]; Immune to possession [5]; Acute vision 3 [6]; Enhanced move (Ground) 1 [20]; Infravision [10]; Night vision 5 [5]; Telescopic vision 1 [5]; Claws (long talons) [11]; Extra arms 1 [10]; Extra attack 1 [25]; Extra legs (3 legs) [5]

**Disadvantages:** Disturbing voice [-10]; No sense of smell/taste [-5]; Bad temper [-10]; Berserk [-10]; Bloodlust [-10]; Low empathy [-20]; No sense of humor [-10]

## Flayed ones



*Flayed Ones are Necrons who have succumbed to the Flayer Virus of the C'tan Llandu'gor, a process which drives them insane with hunger for blood and gore. They wear the skin and body parts of their opponents, spreading mass terror across enemy lines.*

**Apply following modifiers to any Necron template**

**-59 Points**

**Advantages:** Claws (long talons, Armor divisor 3 (+100%)) [22]; Terror 2 [40]

**Disadvantages:** Appearance (Hideous) [-16]; Bad smell [-10]; Berserk [-10]; Bestial (Odius personal habit) [-15]; Bloodlust (6 or less) [-20]; Social disease [-5]; Social Stigma (flayed one) [-15]; Uncontrollable appetite (flesh, skin) (6 or less) [-30]

# Imperial armoury

## Bolt weapons

The bolt weapon is the characteristic Imperial weapon type used most famously by the Space Marines and Adepta Sororitas. They are also used in more limited numbers throughout the Imperium's armed forces, and are popular with its enemies, particularly Orks Bolt weapons are purposefully unsubtle weapons, with very obvious and bloody effects.

A .75 caliber weapon, the Bolt weapons fire a self-propelled explosive 'bolt' which explodes with devastating effect once it has penetrated its target, effectively blowing it apart from the inside.

### Bolt pistols

#### Bolt pistol



The Bolt Pistol is a smaller handheld version of the venerable Bolter. Assault Marines in particular favour the Bolt Pistol, frequently using them alongside the Chainsword Imperial Guard Commissars and Officers also favour the weapon. Outside of Space Marines and other elite Imperial forces, bolt pistols are rare and are signs of status and power.

Ammo: Bolter round 1 (CPS: 5)

#### Gun (Bolt pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Bolt pistol <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	2	300/3000	10/2	3	10+1(3)	13	-3	5	1500	

#### Gun (Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Automatic Bolt pistol <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	2	300/3000	10/2	8	10+1(3)	13	-3	5	1500	

#### Heavy bolt pistol



Weapon created in M41 and used by Primaris marines.

Ammo: Bolter rounds 1 (CPS: 5)

#### Gun (Bolt pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Heavy bolt pistol <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	3	400/3000	12/1	3	5(3)	13	-4	5	2100	

## Bolt rifles

### Boltgun



The Boltgun, also commonly referred to as the Bolter, is the standard weapon of the Adeptus Astartes and Adepta Sororitas. A .75 caliber weapon, the Boltgun fires a self-propelled explosive 'bolt' which explodes with devastating effect once it has penetrated its target, effectively blowing it apart from the inside. Finely hand-crafted by Space Marine Forges or the Adeptus Mechanicus, Boltguns are heavy, sturdy weapons with a powerful recoil normal humans would find difficult to handle.

For the Astartes and Sororitas the boltgun is a holy symbol of the Emperor's wrath.

Ammo: Bolter rounds 1 (CPS: 5)

#### Gun/Gunner (Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Boltgun <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	4	550/3300	35/4	3	20(3)	13	-6	5	3000	
Automatic boltgun <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	4	550/3300	35/4	8	20(3)	13	-6	5	3000	

### Bolt Carabine



Carabine version of standard bolter. Often employed by Primaris marines.

Ammo: Bolter rounds 1 (CPS: 5)

#### Gun (Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Bolt carabine <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	3	500/3100	20/4	3	20(3)	13	-5	5	3000	
Automatic Bolt carabine <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	3	500/3100	20/4	8	20(3)	13	-5	5	3000	

### Storm bolter



Two barreled version of automatic bolter pistol fed by box magazine. Both barrel fire at the same time. It is used by Astrates terminators and as a mounted weapon of many vehicles.

Ammo: Bolter rounds 1 (CPS: 5)

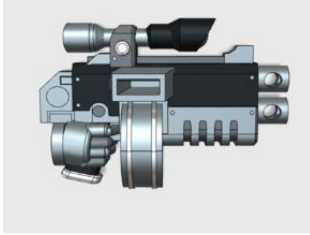
#### Gun/Gunner (Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Storm bolter <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	2	450/3000	45/9	16!	60(5)	14	-6	5	9000	1

Notes:

1 – Weapon fire both barrels at once. Therefore, it must fire in multiplication of 2 (e.g. 2,4, 6.....)

### Combi-Bolter



Used by Astrates legion during the great crusade and Horus heresy. Later it was replaced by the storm bolter. It is still used by Chaos aligned Astrates.

Ammo: Bolter rounds 1 (CPS: 5)

#### Gun/Gunner (Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Combi-Bolter <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	4	550/3300	60/4	16!	20(3)	14	-6	4	7000	1

Notes:

1 – Malfunction on 16+

### Stalker bolter



Sniper version of bolter used by Astrates. Fitted with silencer and using silenced ammo. Often fitted scope.

Ammo: Bolter rounds 2 (CPS 5,5)

#### Gun (Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Stalker bolter <i>Linked</i>	3dx4 (2) pi++ 1d-1 cr ex	5	800/3200	40/2	1	10(3)	13	-7	5	3900	

### Bolt Cane



Cane hiding a single round bolt weapon. Sometimes carried by rich and powerful individuals. They tend to be decorated by engravings, gems, valuable metals and similar things.

Ammo: Bolter rounds 1 (CPS: 5)

#### Gun (Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Bolt cane <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	1	500/3100	8/0,05	1	1(10)	11	-5	5	2000	

### Bolt rifle



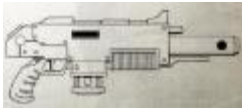
Created in M41 to be employed by Primaris marines.

Ammo: Bolter rounds 1 (CPS: 5)

#### Gun (Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Bolt rifle <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	5	750/3300	45/4	3	20(3)	13	-7	5	4500	
Automatic Bolt rifle <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	5	750/3300	45/4	8	20(3)	13	-7	5	4500	

### Perinetus pattern bolter



Gun with reduced rate of fire designed for humans, since they do not posse strength to use higher rates of fire from standard patterns bolters. This also led to simpler design. Some tech priests consider this pattern to be heretical.

Ammo: Bolter rounds 1 (CPS: 5)

#### Gun (Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Perinetus pattern bolter <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	4	750/3300	35/4	1	20(3)	12	-6	5	3000	1

Notes:

1 – Malfunction on 18+

### Tigrus pattern Bolter



This pattern uses a smaller caliber of bolt rounds. It is no longer made in M41 since its STC was lost with only forge world producing it.

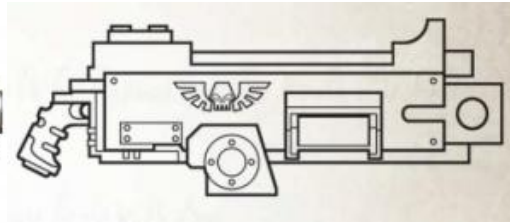
Ammo: Bolter rounds 4 (CPS: 4,8)

#### Gun (Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Tigrus pattern bolter <i>Linked</i>	2dx3+3 (2) pi++ 1d-1 cr ex	4	550/3300	35/4	3	20(3)	13	-6	4	3000	
Automatic Tigrus pattern bolter <i>Linked</i>	2dx3+3 (2) pi++ 1d-1 cr ex	4	550/3300	35/4	8	20(3)	13	-6	4	3000	

## Heavy bolters

### Heavy bolter



*Bolt weapon using larger caliber round than standard bolters. Used as a personal weapon by powered armoured personnel and as a static or vehicle weapon by the rest. Sometime called back breaker for its heavy weight.*

Ammo: Bolter round 3 (CPS: 8)

#### Gun/Gunner (Heavy Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Heavy Bolter <i>Linked</i>	3dx5 (2) pi++ 1d+1 cr ex	3	650/3700	50/10	12!	60(5)	18	-8	6	12000	

### Assault bolter



*Developed in M41 to be used by Primaris marines.*

Ammo: Bolter round 3 (CPS: 8)

#### Gun (Heavy Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Heavy Bolter <i>Linked</i>	3dx5 (2) pi++ 1d+1 cr ex	3	250/1500	45/8	12!	40(5)	38	-6	6	15000	

### Maxim Bolter



*A relatively compact sort-chambered rotary Bolter, these weapons were used by the Legio Cybernetica. They were capable of a much higher rate of fire than a standard Boltgun but their weight and recoil meant that they were only used by heavily augmented machines.*

Ammo: Bolter rounds 1 (CPS: 5)

#### Gun/Gunner (Heavy bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Maxim bolter <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	2	300/3000	150/10	12!	100(5)	18	-8	5	5000	

### Vulcan-mega bolter



The Vulcan Mega-bolter is a large weapon usually found mounted on Imperial Titans and other Super-Heavy Vehicles. The weapon consists of twin-linked, heavy caliber, multi-barrel rotating Bolt gun barrels capable of firing shells at 300 rounds per second, making it a highly effective anti-personnel weapon. The roar of the Vulcan while firing has earned it the nickname "laughter of the devil" amongst Titan crews.

Ammo: Vulcan round (CPS: 5)

#### Gun/Gunner (Mega bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Vulcan-mega bolter <i>Linked</i>	5dx3 (3) pi++ 8d cr ex	2	800/5000	-	40!	10000(20)	-	-	3	500000	



## Bolt ammunition

### *Kraken pattern penetrator rounds*

*Powerful armour-piercing rounds. The deuterium core is replaced by a solid adamantine core and uses a heavier main charge. Upon impact, the outer casing peels away and the high velocity adamantium needle accelerates into the victim, where the larger detonator propels shards of super hardened metal further into the wound. These are effective against heavily-armoured infantry.*

Bolter rounds 1: Change to 3dx3 (3) pi++ linked 1d-1 cr exp. Range is increased by 10%. CPS: 10

Bolter round 2: Change to 3dx4 (3) pi++ linked 1d-1 cr exp. Range is increased by 10%. CPS: 11

### *Vengeance rounds*

*Utilise an unstable flux technology which makes them slightly hazardous to use but makes them very good against armoured targets. In fact, they were originally developed to combat Traitor Marines.*

Bolter round 1: Damage change to 3dx3 (4) pi++ linked 1d-1 cr exp. Range is decreased by 50%. Gun malfunctions on a roll of 1 less than normally. CPS: 30

Bolter round 2: Damage change to 3dx4 (4) pi++ linked 1d-1 cr exp. Range is decreased by 50%. Gun malfunctions on a roll of 1 less than normally. CPS: 33

### *Hellfire rounds*

*Replaces the core and tip of the standard bolt round with a vial of mutagenic acid, and thousands of needles that fire into the target's flesh on impact, pumping the acid into the target. Developed specially to combat Tyranids, Hellfire Rounds have equally devastating results on other organic targets.*

Bolter round 1: Linked damage changed to 3d toxic. CPS: 6

Bolter round 2: Linked damage changed to 3d toxic. CPS: 6,6

Bolter round 3: Linked damage changed to 4d toxic. CPS: 9,75

### *Inferno rounds*

*Designed to immolate their targets and destroy them with superheated chemical fire. The deuterium core is replaced with an oxy-phosphorus gel, known as Promethium.*

Bolter round 1: Linked damage gains burn. CPS: 5

Bolter round 2: Linked damage gains burn. CPS: 5,5

Bolter round 3: Linked damage gains burn. CPS: 8

### *Metal storm rounds*

*Best against multiple lightly-armoured targets. They detonate before impact and spray shrapnel, shredding their victims. A proximity detonator replaces the mass-reactive cap, and the adamantine tip and deuterium core are replaced with an increased charge and fragmentation casing. They are similar to flak rounds and are used against clusters of enemies*

Bolter round 1: Damage change to 3d [4d(2)] cr, ex, Airburst. Note that the attack gain +4 to hit for airburst and ignores cover (except top one) and posture of the target. CPS: 5

Bolter round 3: Damage change to 4d+1 [4d(2)] cr, ex, Airburst. Note that the attack gain +4 to hit for airburst and ignores cover (except top one) and posture of the target. CPS: 8

### *Tempest rounds*

*Incorporate tiny plasma shock generators that emit electromagnetic and thermal radiation when the shell detonates. Produced only on Mars, Tempest shells are noted as particularly effective against machines and mechanical targets.*

Bolter round 1: Linked damage gains sur. CPS: 5

Bolter round 2: Linked damage gains sur. CPS: 5,5

Bolter round 3: Linked damage gains sur. CPS: 8

### *Psy rounds*

*Are used by the Inquisition, primarily the Ordo Malleus and Grey Knights*

Bolter round 1: Weapon loses linked damage. If the target is a Demon. The damage that passes through DR is multiplied by four. CPS: 10000

Bolter round 2: Weapon loses linked damage. If the target is a Demon. The damage that passes through DR is multiplied by four. CPS: 10000,5

Bolter round 3: Weapon loses linked damage. If the target is a Demon. The damage that passes through DR is multiplied by four. CPS: 16750

## Bolt magazines

### *Pistol mags*

0,25 lb, 10+1(3), price: 10

### *Short mags*

0,15 lb, 5+1(3), price: 5

### *Rifle mags*

0,5 lb, 20+1(3), price: 20

### *Drum mags*

3 lb, 50+1(3), bulk-1, price: 300

### *Loose belt*

0,04\*X lb, X(3), bulk-01\*X, price: 0,01\*X

### *Double Drum mags*

5 lb, 75+1(4), bulk-2, price: 350

### *Back pack*

12lb, 120(5), bulk-1, price: 400

## Laser weapons

### Lasguns

The Lasgun is an energy based weapon, and is the most common and widely used type of laser weapon in the Imperium. It is standard issue for all Imperial Guard infantry and most lower-ranked officers.

#### Hot-Shot lasgun



The Hot-Shot Lasgun or Hellgun is an enhanced version of the standard Lasgun used by the Imperial Guard and the Skitarii of the Adeptus Mechanicus. It is commonly issued to Imperial special forces units such as Storm Troopers for its superior armor-penetrating capabilities.

Ammo: Las pack 1 (CPS: 0,32)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Hot-shot Lasgun	8d (3) Tight-beam	7	200/2000	8/2	3	10(3)	8	-5	1	900	1
Hot-shot Las carbine	8d (3) Tight-beam	7	160/1800	7/2	3	10(3)	8	-4	1	900	1
Hot-shot Auto lasgun	8d (3) Tight-beam	7	200/2000	8/2	8	10(3)	8	-5	1	900	1
Hot-shot Auto las carbine	8d (3) Tight-beam	7	160/1800	7/2	8	10(3)	8	-4	1	900	1

Notes:

1 - +1 to repair

#### Kantrael Lasgun



The M36 Kantrael Pattern Lasrifle is the standard variant for the Cadian Shock Troopers and the Severan Dominate.

Ammo: Las pack 1 (CPS (normal): 0,04; CPS (underpowered): 0,02; CPS (hot-shot): 0,32)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasgun	7d Tight-beam	7	700/3300	8/2	3	80(3)	8	-5	1	450	1
Las carbine	7d Tight-beam	7	500/3100	7/2	3	80(3)	8	-4	1	450	1
Auto lasgun	7d Tight-beam	7	700/330	8/2	8	80(3)	8	-5	1	450	1
Auto las carbine	7d Tight-beam	7	500/3100	7/2	8	80(3)	8	-4	1	450	1
Lasgun (hot-shot pack)	8d (3) Tight-beam	7	200/2000	8/2	3	10(3)	8	-5	1	450	2
Las carbine (hot-shot pack)	8d (3) Tight-beam	7	160/1800	7/2	3	10(3)	8	-4	1	450	2
Auto lasgun (hot-shot pack)	8d (3) Tight-beam	7	200/2000	8/2	8	10(3)	8	-5	1	450	2
Auto las carbine (hot-shot pack)	8d (3) Tight-beam	7	160/1800	7/2	8	10(3)	8	-4	1	450	2
Lasgun (underpowered)	5d+2 Tight-beam	7	700/3300	8/2	3	160(3)	8	-5	1	450	1
Las carbine (underpowered)	5d+2 Tight-beam	7	500/3100	7/2	3	160(3)	8	-4	1	450	1
Auto lasgun (underpowered)	5d+2 Tight-beam	7	700/3300	8/2	8	160(3)	8	-5	1	450	1
Auto las carbine (underpowered)	5d+2 Tight-beam	7	500/3100	7/2	8	160(3)	8	-4	1	450	1

Notes:

1 – Malfunction 18+, +1 to repair

2 – Malfunction 16+, +1 to repair

### Praetorian lasgun



This pattern was design to be used on words which provide limited ability to resupply ammo.

Ammo: Las pack 1 (CPS (normal): 0,04; CPS (underpowered): 0,02; CPS (hot-shot): 0,32)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasgun	7d Tight-beam	8	910/4290	9/2	1	80(3)	8	-6	1	420	1
Las carabine	7d Tight-beam	8	650/4030	8/2	1	80(3)	8	-5	1	420	1
Lasgun (hot-shot pack)	8d (3) Tight-beam	8	910/4290	9/2	1	10(3)	8	-6	1	420	2
Las carabine (hot-shot pack)	8d (3) Tight-beam	8	650/4030	8/2	1	10(3)	8	-5	1	420	2
Lasgun (underpowered)	5d+2 Tight-beam	8	910/4290	9/2	1	160(3)	8	-6	1	420	1
Las carabine (underpowered)	5d+2 Tight-beam	8	650/4030	8/2	1	160(3)	8	-5	1	420	1

Notes:

1 – Malfunction 18+, +1 to repair

2 – Malfunction 16+, +1 to repair

### Merovech assault Lasgun

Designed purely for close range assaults, this gun is heavily reinforced and has a bayonet built into its short and heavy frame. Slots for two power packs are included so the gun can switch to a fresh pack with no reloading. Since the firefights it's designed for are typically over long before two packs are exhausted, it serves its design perfectly.



Ammo: Las pack 1 (CPS (normal): 0,04; CPS (underpowered): 0,02; CPS (hot-shot): 0,32)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasgun	7d Tight-beam	7	700/3300	10,5/2x2	3	80(3)x2	8	-5	1	500	1;2
Las carabine	7d Tight-beam	7	500/3100	9,5/2x2	3	80(3)x2	8	-4	1	500	1;2
Auto lasgun	7d Tight-beam	7	700/330	10,5/2x2	8	80(3)x2	8	-5	1	500	1;2
Auto las carabine	7d Tight-beam	7	500/3100	9,5/2x2	8	80(3)x2	8	-4	1	500	1;2
Lasgun (hot-shot pack)	8d (3) Tight-beam	7	200/2000	10,5/2x2	3	10(3)x2	8	-5	1	500	2;3
Las carabine (hot-shot pack)	8d (3) Tight-beam	7	160/1800	9,5/2x2	3	10(3)x2	8	-4	1	500	2;3
Auto lasgun (hot-shot pack)	8d (3) Tight-beam	7	200/2000	10,5/2x2	8	10(3)x2	8	-5	1	500	2;3
Auto las carabine (hot-shot pack)	8d (3) Tight-beam	7	160/1800	9,5/2x2	8	10(3)x2	8	-4	1	500	2;3
Lasgun (underpowered)	5d+2 Tight-beam	7	700/3300	10,5/2x2	3	160(3)x2	8	-5	1	500	1;2
Las carabine (underpowered)	5d+2 Tight-beam	7	500/3100	9,5/2x2	3	160(3)x2	8	-4	1	500	1;2
Auto lasgun (underpowered)	5d+2 Tight-beam	7	700/3300	10,5/2x2	8	160(3)x2	8	-5	1	500	1;2
Auto las carabine (underpowered)	5d+2 Tight-beam	7	500/3100	9,5/2x2	8	160(3)x2	8	-4	1	500	1;2

Notes:

1 – Malfunction 18+

2 - Gun has in-build folding bayonet if it is expanded the operator suffers -1 to skill when shooting. Folding and unfolding bayonet takes a ready manoeuvre. Gun also have two pack spots. One pack is sufficient to fire. Only front spot can accept Long pack or Drum pack. Only rear spot can accept Back pack or Small back pack. If each pack is different ammo type (for instance one hot-shot and one underpowered), an operator can switch between types, this is a free action if the operator has familiarity with the weapon, otherwise it takes a ready manoeuvre.

3 – Malfunction 16+

### Shotlas



An illegal modification of a standard lasgun popular amongst the techwrights and armour-mongers of Footfall, the 'shotlas' is rigged to discharge more energy per shot, at the cost of beam coherence, with shots swiftly losing power and becoming ineffective at longer ranges.

Ammo: Las pack 1 (CPS (normal): 0,12; CPS (underpowered): 0,06; CPS (hot-shot): 0,96)

#### Gun (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Shotlas	7d Tight-beam	5	100/1000	10/2	3x3	26(3)	8	-5	1	510	
Shotlas (Hot-shot pack)	8d (3) Tight-beam	5	100/1000	10/2	3x3	3(3)	8	-5	1	510	1
Shotlas (Underpowered)	5d+2 Tight-beam	5	100/1000	20/2	3x3	52(3)	8	-5	1	510	2

Notes:

1 – Malfunction 15+

2 – Malfunction 18+

### Minerva-Aegis Lasgun



The Minerva-Aegis is a sophisticated las carbine that unusually features a high cycle-charge chamber allowing it a rapid pulse mode comparable to fully automatic fire. Fruit of the Aegis Fragment and currently produced under title to the Takara Fane of Gunmetal, the high-grade materials needed for its construction mean its cost is significantly more than more commonplace lasguns.

Ammo: Las pack 1 (CPS (normal): 0,04; CPS (underpowered): 0,02; CPS (hot-shot): 0,32)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Auto lasgun	7d Tight-beam	7	700/330	8/2	12!	80(4)	8	-4	1	700	1
Auto las carbine	7d Tight-beam	7	500/3100	7/2	12!	80(4)	8	-3	1	700	1
Auto lasgun (hot-shot pack)	8d (3) Tight-beam	7	200/2000	8/2	12!	10(4)	8	-4	1	700	2
Auto las carbine (hot-shot pack)	8d (3) Tight-beam	7	160/1800	7/2	12!	10(4)	8	-3	1	700	2
Auto lasgun (underpowered)	5d+2 Tight-beam	7	700/3300	8/2	12!	160(4)	8	-4	1	700	1
Auto las carbine (underpowered)	5d+2 Tight-beam	7	500/3100	7/2	12!	160(4)	8	-3	1	700	1

Notes:

1 – Malfunction 18+, +1 to repair

2 – Malfunction 16+, +1 to repair

### Nihilis lasgun



Produced by House Van Saar in the hive city of Necromunda, several of these lasguns were recalled due to logistics errors. Lasguns issued between M35 and M40, with serial numbers 00001475 through 72341110 were recalled as they were originally intended for personal use, but issued to the Astra Militarium by mistake. Issues with these lasguns made them operate outside of normal combat parameters. These included: Above-average Combat Efficacy, Temperamental Machine Spirit, No Bayonet Attachment Point, Unexpected Operator Hair Loss, and Unexpected Operator Death.

Ammo: Las pack 1 (CPS: 0,07)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasgun	9d(2) Tight-beam	7	700/3300	8/2	3	53(3)	8	-5	1	540	1
Las carabine	9d(2) Tight-beam	7	500/3100	7/2	3	53(3)	8	-4	1	540	1
Auto lasgun	9d(2) Tight-beam	7	700/3300	8/2	8	53(3)	8	-5	1	540	1
Auto las carabine	9d(2) Tight-beam	7	500/3100	7/2	8	53(3)	8	-4	1	540	1

Notes:

1 – Malfunction on 16+, each salvo causes d3-2 rad to hit the operator, cannot accept bayonets or underbarrel grenade weapons

### Accatran Lasgun



Often employed by Elysian Drop Troop regiments, the Accatran MkIV is a bullpup-style lasgun. The compact design of the weapon is due in part to the power cell's location in the stock. The smaller profile of the Accatran MkIV is perfectly suited to the drop missions Elysian regiments often undertake, easily manoeuvred at short range or fired from the hip. Further, its lighter design allows wielders to carry other equipment in place of the extra bulk, which can be particularly vital for regiments that favour grav-chutes as a means of deployment.

Ammo: Las pack 1 (CPS (normal): 0,04; CPS (underpowered): 0,02; CPS (hot-shot): 0,32)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasgun	7d Tight-beam	7	700/3300	8/2	3	80(4)	8	-4	1	450	1
Las carabine	7d Tight-beam	7	500/3100	7/2	3	80(4)	8	-3	1	450	1
Auto lasgun	7d Tight-beam	7	700/330	8/2	8	80(4)	8	-4	1	450	1
Auto las carabine	7d Tight-beam	7	500/3100	7/2	8	80(4)	8	-3	1	450	1
Lasgun (hot-shot pack)	8d (3) Tight-beam	7	200/2000	8/2	3	10(4)	8	-4	1	450	2
Las carabine (hot-shot pack)	8d (3) Tight-beam	7	160/1800	7/2	3	10(4)	8	-3	1	450	2
Auto lasgun (hot-shot pack)	8d (3) Tight-beam	7	200/2000	8/2	8	10(4)	8	-4	1	450	2
Auto las carabine (hot-shot pack)	8d (3) Tight-beam	7	160/1800	7/2	8	10(4)	8	-3	1	450	2
Lasgun (underpowered)	5d+2 Tight-beam	7	700/3300	8/2	3	160(4)	8	-4	1	450	1
Las carabine (underpowered)	5d+2 Tight-beam	7	500/3100	7/2	3	160(4)	8	-3	1	450	1
Auto lasgun (underpowered)	5d+2 Tight-beam	7	700/3300	8/2	8	160(4)	8	-4	1	450	1
Auto las carabine (underpowered)	5d+2 Tight-beam	7	500/3100	7/2	8	160(4)	8	-3	1	450	1

Notes:

1 – Malfunction 18+, +1 to repair

2 – Malfunction 16+, +1 to repair

### Fractrix assault lasgun



*This lasgun uses twin power packs allowing for fifteen seconds of continuous fire. It is also fitted with a multiple target designation range-finder able to detect heat patterns and a safety located above the trigger guard which controls power to the gun and optical array. While the weapon is very reliable its focus prism requires replacement after every thousand shots, a process which requires a Tech-priest to perform and greatly limits its utility during extended firefights.*

Munice: Las pack 1 (CPS: 0,08)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasgun	9d+2 Tight-beam	8	700/3300	8/2	3	40(6)	8	-5	1	1000	1
Las carabine	9d+2 Tight-beam	8	500/3100	7/2	3	40(6)	8	-4	1	1000	1
Auto lasgun	9d+2 Tight-beam	8	700/3300	8/2	8	40(6)	8	-5	1	1000	1
Auto las carabine	9d+2 Tight-beam	8	500/3100	7/2	8	40(6)	8	-4	1	1000	1

Notes:

1 – Malfunction 18+, the gun has place for 2 packs, both needs to be filled so the gun can fire. Gun cannot be repaired/taken car of using skill Gun or soldier, only skill Armoury (Small arms) can be used.

### Roth lightning Lasgun



*An unusual pattern, the Roth "Lightning" has its ammunition plug set behind the trigger grip, allowing for a extended collimation barrel which provides greater ranges without increasing the overall size. Owing to their relative rarity, these weapons are often restricted to "sharpshooter" light infantry regiments and many are further modified into long las sniper rifles.*

Ammo: Las pack 1 (CPS (normal): 0,04; CPS (underpowered): 0,02; CPS (hot-shot): 0,32)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasgun	7d Tight-beam	7	840/3960	8/2	3	80(4)	8	-5	1	450	1
Las carabine	7d Tight-beam	7	600/3760	7/2	3	80(4)	8	-4	1	450	1
Auto lasgun	7d Tight-beam	7	840/3960	8/2	8	80(4)	8	-5	1	450	1
Auto las carabine	7d Tight-beam	7	600/3760	7/2	8	80(4)	8	-4	1	450	2
Lasgun (hot-shot pack)	8d (3) Tight-beam	7	240/2400	8/2	3	10(4)	8	-5	1	450	2
Las carabine (hot-shot pack)	8d (3) Tight-beam	7	192/1960	7/2	3	10(4)	8	-4	1	450	2
Auto lasgun (hot-shot pack)	8d (3) Tight-beam	7	240/2400	8/2	8	10(4)	8	-5	1	450	2
Auto las carabine (hot-shot pack)	8d (3) Tight-beam	7	192/1960	7/2	8	10(4)	8	-4	1	450	2
Lasgun (underpowered)	5d+2 Tight-beam	7	840/3960	8/2	3	160(4)	8	-5	1	450	1
Las carabine (underpowered)	5d+2 Tight-beam	7	600/3760	7/2	3	160(4)	8	-4	1	450	1
Auto lasgun (underpowered)	5d+2 Tight-beam	7	840/3960	8/2	8	160(4)	8	-5	1	450	1
Auto las carabine (underpowered)	5d+2 Tight-beam	7	600/3760	7/2	8	160(4)	8	-4	1	450	1

Notes:

1 – Malfunction 18+, +1 to repair

2 – Malfunction 16+, +1 to repair



### Death light lasgun



Rare, powerful and unstable type of lasgun.

Ammo: Las pack 1 (CPS: 0,11)

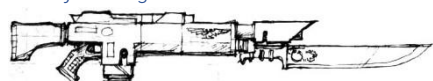
#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasgun	7d(2) Tight-beam	7	700/3300	8/2	3	30(3)	8	-5	1	540	1
Las carabine	7d(2) Tight-beam	7	500/3100	7/2	3	30(3)	8	-4	1	540	1
Auto lasgun	7d(2) Tight-beam	7	700/3300	8/2	8	30(3)	8	-5	1	540	1
Auto las carabine	7d(2) Tight-beam	7	500/3100	7/2	8	30(3)	8	-4	1	540	1

Notes:

1 – Malfunction 16+

### Stormfront lasgun



The use of this local variant of the standard Kantrael Pattern lasgun by the widely renowned Brontian regiments has secured this weapon's "cold steel" reputation in Calixian military circles. The Stormfront lasgun features an integral bayonet and a wooden stock as part of its solid construction, and the rifle is balanced for the close-quarters fighting at which the Brontians excel.

Munice: Las pack 1 (CPS (normal): 0,04; CPS (underpowered): 0,02; CPS (hot-shot): 0,32)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasgun	7d Tight-beam	7	700/3300	9,5/2	3	80(3)	8	-5	1	480	1
Las carabine	7d Tight-beam	7	500/3100	8,5/2	3	80(3)	8	-4	1	480	1
Auto lasgun	7d Tight-beam	7	700/330	9,5/2	8	80(3)	8	-5	1	480	1
Auto las carabine	7d Tight-beam	7	500/3100	8,5/2	8	80(3)	8	-4	1	480	1
Lasgun (hot-shot pack)	8d (3) Tight-beam	7	200/2000	9,5/2	3	10(3)	8	-5	1	480	2
Las carabine (hot-shot pack)	8d (3) Tight-beam	7	160/1800	8,5/2	3	10(3)	8	-4	1	480	2
Auto lasgun (hot-shot pack)	8d (3) Tight-beam	7	200/2000	9,5/2	8	10(3)	8	-5	1	480	2
Auto las carabine (hot-shot pack)	8d (3) Tight-beam	7	160/1800	8,5/2	8	10(3)	8	-4	1	480	2
Lasgun (underpowered)	5d+2 Tight-beam	7	700/3300	9,5/2	3	160(3)	8	-5	1	480	1
Las carabine (underpowered)	5d+2 Tight-beam	7	500/3100	8,5/2	3	160(3)	8	-4	1	480	1
Auto lasgun (underpowered)	5d+2 Tight-beam	7	700/3300	9,5/2	8	160(3)	8	-5	1	480	1
Auto las carabine (underpowered)	5d+2 Tight-beam	7	500/3100	8,5/2	8	160(3)	8	-4	1	480	1

Notes:

1 – Malfunction 18+, +1 to repair, gun has in-build folding bayonet if it is expanded the operator suffers -1 to skill when shooting. Folding and unfolding bayonet takes a ready manoeuvre.

2 – Malfunction 16+, +1 to repair, gun has in-build folding bayonet if it is expanded the operator suffers -1 to skill when shooting. Folding and unfolding bayonet takes a ready manoeuvre.

### Longlas



The Long-Las is a sniper variation of the Lasgun with a much longer barrel for increased range and accuracy, and also to prevent overheating. However the barrel makes a Long-Las up to twice as long as a standard Lasgun and thus difficult to use in close quarters.

Ammo: Las pack 1 (CPS: 0,08)

#### Gun (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Longlas	9d Tight-beam	9	1000/40000	9/2	3	40(3)	8	-6	1	600	1

Notes:

1 – Malfunction 18+, +1 to repair

### Lucius lasgun



The signature weapon of the Death Korps of Krieg, the Lucius-pattern lasgun operates in the 21 megathoule range, but is designed to draw from a standard Munitorum-issue power pack. Consequently, the Lucius lasgun discharges a more powerful shot, but drains the power pack at a correspondingly increased rate. This also puts a great strain on the weapon, limiting the rate of fire and requiring such features as additional heat sink rings lining the exterior of the barrel. Even with such considerations, an over-taxed Lucius lasgun can quickly overheat. The added danger of the weapon overheating does not perturb the famously stoic Krieg.

Ammo: Las pack 1 (CPS (normal): 0,05; CPS (underpowered): 0,03; CPS (hot-shot): 0,4)

#### Gun/Gunner (Lasgun)

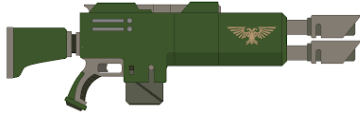
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasgun	8d Tight-beam	7	700/3300	8/2	3	60(3)	8	-5	1	450	1
Las carabine	8d Tight-beam	7	500/3100	7/2	3	60(3)	8	-4	1	450	1
Auto lasgun	8d Tight-beam	7	700/330	8/2	8	60(3)	8	-5	1	450	1
Auto las carabine	8d Tight-beam	7	500/3100	7/2	8	60(3)	8	-4	1	450	1
Lasgun (hot-shot pack)	9d (3) Tight-beam	7	200/2000	8/2	3	7(3)	8	-5	1	450	2
Las carabine (hot-shot pack)	9d (3) Tight-beam	7	160/1800	7/2	3	7(3)	8	-4	1	450	2
Auto lasgun (hot-shot pack)	9d (3) Tight-beam	7	200/2000	8/2	8	7(3)	8	-5	1	450	2
Auto las carabine (hot-shot pack)	9d (3) Tight-beam	7	160/1800	7/2	8	7(3)	8	-4	1	450	2
Lasgun (underpowered)	6d+2 Tight-beam	7	700/3300	8/2	3	120(3)	8	-5	1	450	1
Las carabine (underpowered)	6d+2 Tight-beam	7	500/3100	7/2	3	120(3)	8	-4	1	450	1
Auto lasgun (underpowered)	6d+2 Tight-beam	7	700/3300	8/2	8	120(3)	8	-5	1	450	1
Auto las carabine (underpowered)	6d+2 Tight-beam	7	500/3100	7/2	8	120(3)	8	-4	1	450	1

Notes:

1 - +1 to repair

2 – malfunction 15+, +1 repair

### Lasburst



Considered old even among the ancient nature of most Imperial weapons, twin lasguns are a rare sight on the battlefield. First produced millennia ago, their design was never perfected as other patterns soon superseded the Lasburst's unreliable nature. Still some appear on battlefields, either as ancient devices or low-grade versions manufactured in lesser munitions factories. While not as dependable as a regular lasgun, Lasbursts offer a much stronger fire rate by literally doubling the normal firepower.

Ammo: Las pack 1 (CPS (normal): 0,08; CPS (underpowered): 0,04; CPS (hot-shot): 0,64)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasburst	7d Tight-beam	5	700/3300	9/2	8x2	40(3)	8	-5	1	510	1
Lasburst (hotshot)	8d(3) Tight-beam	5	200/2000	9/2	8x2	5(3)	8	-5	1	510	2
Lasburst (underpowered)	5d+2 Tight-beam	5	700/3300	9/2	8x2	80(3)	8	-5	1	510	

Notes:

1 – Malfunction 16+

2 - Malfunction 14+

### Lasrifle



The Kalibrax V-I Pattern Lasrifle was the standard weapon of Imperial Army Solar Auxilia during the Great Crusade and Horus Heresy. Of a higher quality than standard Lasguns or Lascarbines, its notable for its heavily reinforced energy transfer capacitors, overall durability, and superior heat dissipation qualities. The Kalibrax could also easily handle a variety of modifications and augmentative systems, such as bolt-collimator arrays and induction blast-chargers.

Ammo: Las pack 2 (CPS: 0,04)

#### Gun (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasrifle	7d Tight-beam	8	875/4125	9/2	3	120(3)	9	-5	1	1000	1
Lasrifle (Blast charger)	14d+2 Tight-beam	8	525/2475	9/2	3	1(3)	9	-5	1	3000	2

Notes:

1 – Malfunction 18+, repair +2

2 – Malfunction 16+, repair +1, The gun has an alternative mode of fire. This requires full 120 shots in magazine. In order to use it the gun needs to be charged before the shot (This requires a ready manoeuvre), after this the gun must be fired in 5s or it will explode for 5d ex cr. After the gun fires it cannot fire, be reloaded or repair for 10s, it is too hot.

### *D'Laku crusade-pattern hellgun*



*Used by Skitarii forces. As well as delivering a larger charge, the blasts are more focused and capable of punching through light armor with ease. Powered directly by the armor of Skitarii warriors, though each pack only gets twelve shots before it is depleted.*

Ammo: Las pack 5 (CPS: 0,5)

#### **Gun/Gunner (Lasgun)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
D'Laku Crusade-Pattern hellgun	8d (3,5) Tight-beam	9	200/2000	14/2,5	3	12(3)	9	-5	1	1400	1

Notes:

1 – malfunction 18+

### *Las-Jezzailli*

*Jezzailli were a type of Laser Weapon used by the Imperial Army during the Great Crusade. Jezzailli were essentially long-barreled Lasguns that more resembled a spear than firearm. They were topped with a metre-long bayonet.*

Ammo: Las pack 1 (CPS (normal): 0,05; CPS (underpowered): 0,03; CPS (hot-shot): 0,4)

#### **Gun/Gunner (Lasgun)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Las-jezzailli	8d Tight-beam	9	800/3500	12/2	3	60(3)	9	-7	1	1000	1
Las-jezzailli (hot-shot pack)	9d (3) Tight-beam	9	250/2200	12/2	3	7(3)	9	-7	1	1000	2
Las-jezzailli (underpowered)	6d+2 Tight-beam	9	800/3500	12/2	3	120(3)	9	-7	1	1000	1

Notes:

1 - malfunction 18+

2 – malfunction 16+

## Other Imperial laser rifles

### Lightning gun



*Lightning Guns are Great Crusade era weapons used by various Adeptus Mechanicus troops, most notably Thallax.*

Munice: Lightning gun battery (CPS:0,45)

#### Gun (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lightning gun	10d(3) Tight-beam	7	600/3000	15/40	3	500(3)	11	-7	1	6000	

### Las-lock



*Las-Locks are a type of Laser Weapon used by some Imperial forces early in their history. An archaic alternative to the Lascarbine, it was used by many regiments of the Imperial Army during the Great Crusade and Horus Heresy.*

Munice: Las pack 1 (CPS: 0,05)

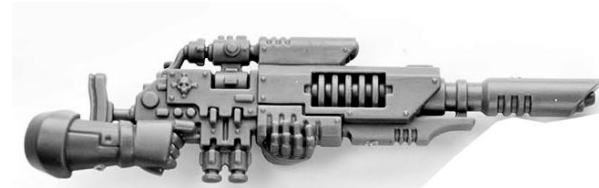
#### Gun (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Las-lock	8d Tight-beam	7	700/3300	11/2	1	60(3)	9	-5	1	360	1

Notes:

1 – Malfunction 18+, repair +1

### Las-Fusil



*Las Fusils are a type of Sniper Laser Weapon used by Space Marine Eliminators.*

Ammo: Las pack 6 (CPS: 20)

#### Gun (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Las-Fusil	7dx3 (5) Tight-beam	9	1000/40000	20/10	1	10(3)	14	-7	1	80000	1

## Mitralock



*Mitralocks are a type of Las-weapon used by the Adeptus Mechanicus. Commonly equipped to Tech-Thralls, Mitralocks release a fan of las-pulses akin to a shotgun blast. The firing range is reduced in favour of an increased likelihood of injuring their targets.*

Munice: Las pack 1 (CPS: 0,05)

### Gun (Las-shotsgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Las-lock	3d+2 Tight-beam	4	160/1000	11/4	3x8	50(3)	10	-5	1	450	1

Notes:

1 – Malfunction 18+, repair +1

## Las pistol

### Accatran pattern Laspistol



The laspistol (also known as blazer or blooger) is a smaller, more compact, pistol-version of the lasgun. They are the default firearms of Imperial officers.

Ammo: Las pack 1 (CPS (normal): 0,02; CPS (underpowered): 0,01; CPS (hot-shot): 0,16)

#### Gun (Laspistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Accatran pattern Laspistol	3d Tight-beam	6	160/1800	3/2	3	160(3)	5	-2	1	300	1
Accatran pattern Laspistol (hot-shot pack)	3d+2(3) Tight-beam	6	75/1000	3/2	3	20(3)	5	-2	1	300	2
Accatran pattern Laspistol (Underpowered)	2d+2 Tight-beam	6	160/1800	3/2	3	320(3)	5	-2	1	300	1

Notes:

1 – Malfunction 18+, repair +1

2 – Malfunction 16+, repair +1

### Blast pistol



Pistol used by Solar Auxilia during Great crusade and Horus heresy.

Munice: Las pack 3 (CPS: 1)

#### Gun (Laspistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Blast pistol	5dx3 Tight-beam	6	40/500	3/2	3	10(3)	5	-2	1	1500	1

Notes:

1 – malfunction 16+

### Hot-shot laspistol



A Hot-Shot Laspistol, also known as a Hellpistol is a pistol version of the Hot-Shot Lasgun typically used by Imperial Guard Storm Troopers. Unlike the larger Hot-Shot Lasgun, which is normally restricted to special forces units, Hot-Shot Laspistols are more common among high-ranking Imperial officials, including Imperial Guard officers or agents of the Inquisition.

Ammo: Las pack 1 (CPS: 0,16)

#### Gun (Laspistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Hot-shot laspistol	3d+2(3) Tight-beam	6	75/1000	3/2	3	20(3)	5	-2	1	600	1

Notes:

1 – repair +1

### Death light pistol



*Pistol version of Death light lasgun.*

Ammo: Las pack 1 (CPS: 0,06)

#### Gun (Laspistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Death light pistol	3d(2) Tight-beam	6	160/1800	3/2	3	60(3)	5	-2	1	420	1

Notes:

1 – malfunction 16+, +1 repair

### Auto Laspistol



*Automatic version of Laspistol.*

Ammo: Las pack 1 (CPS (normal): 0,04; CPS (underpowered): 0,02; CPS (hot-shot): 0,32)

#### Gun (Las SMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Auto Laspistol	3d Tight-beam	6	160/1800	3/2	8	160(3)	5	-2	1	400	1
Auto Laspistol (hot-shot pack)	3d+2(3) Tight-beam	6	75/1000	3/2	8	20(3)	5	-2	1	400	2
Auto Laspistol (Underpowered)	2d+2 Tight-beam	6	160/1800	3/2	8	320(3)	5	-2	1	400	1

Notes:

1 - +1 repair

2 – Malfunction 15+, +1 repair

### Belasco Duelling pistol



*The Belasco Duelling Pistol is a type of Laspistol often used for ostentatious displays of wealth and status. Most types can fire only a single powerful las-blast before needing reloading, but they are extremely accurate over long ranges.*

Ammo: Las pack 4 (CPS: 1)

#### Gun (Laspistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Belasco duelling pistol	5d(3) Tight-beam	7	75/1000	3/2	1	1(3)	5	-2	1	1000	1

Notes:

1 – malfunction 18+



### Gelt gun



An Archeotech Laspistol, also known as a Lasrod or Gelt Gun, is an ancient design of Laspistol with much greater range and power, and is also more efficient with more shots per charge than most las weapons.

Ammo: Las pack 1 (CPS: 0,06)

#### Gun (Laspistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Gelt gun	4d(2) Tight-beam	8	160/1800	3/2	1	60(3)	5	-2	1	5000	1

Notes:

1 – malfunction 18+

### Kantrael pattern Laspistol



The laspistol (also known as blazer or blooger) is a smaller, more compact, pistol-version of the lasgun. They are the default firearms of Imperial officers.

Ammo: Las pack 1 (CPS (normal): 0,026; CPS (underpowered): 0,013; CPS (hot-shot): 0,21)

#### Gun (Laspistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Kantrael pattern Laspistol	4d Tight-beam	6	160/1800	3/2	3	106(3)	5	-2	1	300	
Kantrael pattern Laspistol (hot-shot pack)	4d+3(3) Tight-beam	6	75/1000	3/2	3	13(3)	5	-2	1	300	2
Kantrael pattern Laspistol (Underpowered)	2d+4 Tight-beam	6	160/1800	3/2	3	193(3)	5	-2	1	300	1

Notes:

1 – Malfunction 18+, repair +1

2 – Malfunction 15+, repair +1

### Konor pattern Laspistol



The laspistol (also known as blazer or blooger) is a smaller, more compact, pistol-version of the lasgun. They are the default firearms of Imperial officers.

Ammo: Las pack 1 (CPS (normal): 0,04; CPS (underpowered): 0,02; CPS (hot-shot): 0,32)

#### Gun (Laspistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Konor pattern Laspistol	7d Tight-beam	6	160/1800	5/2	1	80(3)	5	-2	1	500	
Konor pattern Laspistol (hot-shot pack)	8d(3) Tight-beam	6	75/1000	5/2	1	10(3)	5	-2	1	500	1
Konor pattern Laspistol (Underpowered)	5d+2 Tight-beam	6	160/1800	5/2	1	160(3)	5	-2	1	500	

Notes:

1 – Malfunction 15+

## Heavy las weaponry

### Hotshot volley gun



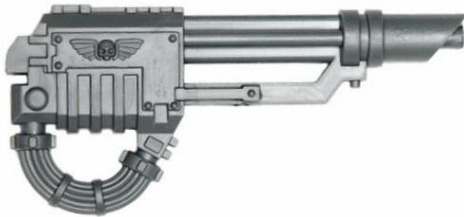
The Hotshot Volley Gun is an Imperial Laser weapon capable of maintaining a punishing rate of high-powered laser fire. These weapons are primarily borne into battle by Tempestus Scions to deal with armored enemy infantry. They fire with a distinctive spitting howl.

Ammo: las pack 1 (CPS: 0,46)

#### Gun/Gunner (Automatic Heavy las weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Hotshot volley gun	3dx3 (3) Tight-beam	6	550/3300	10/2	12!	7(3)	10	-5	1	9000	

### Multi-Laser



The Multi-laser is a type of laser weapon commonly mounted on Imperial Guard vehicles like the Chimera and Sentinel. Multiple reinforced barrels and enhanced phase capacitors allow for a standard laser discharge to be fired in a series of rapid bolts. While losing some of the penetrative power of a lascannon, the resulting high rate of fire improves the weapon's ability to engage a series of targets in rapid succession. Multi-lasers are highly effective against hordes of infantry or lightly-armored vehicles.

Ammo: Multi-laser battery (CPS: 5)

#### Gunner (Automatic Heavy las weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Multi-Laser	11d (2) Tight-beam	7	1800/6500	70/40	10!	200(3)	25M	-10	1	9000	

### Rapid firing Multi-Laser

This multi-laser exchange strength of its shots for rate of fire.

Ammo: Multi-laser battery (CPS: 3,3)

#### Gunner (Automatic Heavy las weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Multi-Laser	7d (2) Tight-beam	7	1800/6500	70/40	20!	300(3)	25M	-10	1	9000	

### Las blaster

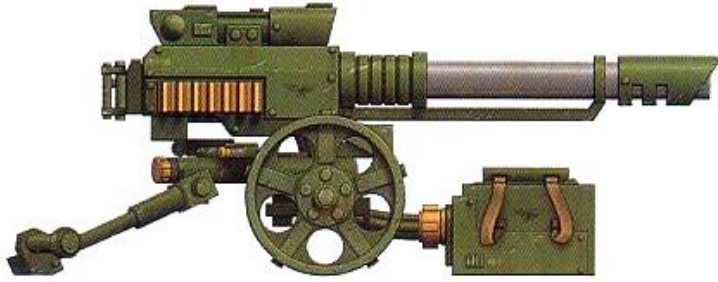
This is a multibarreled support weapon.

Ammo: Multi-laser battery (CPS: 2)

#### Gunner (Automatic Heavy las weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Las blaster	6d+1 Tight-beam	7	700/3300	25/40	25!	500(3)	13M	-7	1	3250	

### Lascannon



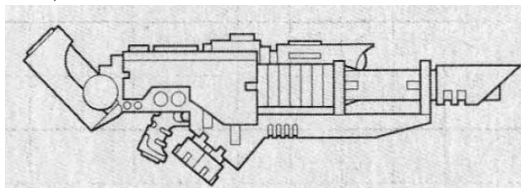
The lascannon (also known as laser cannon or blazooga) is a formidable laser weapon, capable of piercing most vehicle armour and killing powerful and heavily armoured troops.

Ammo: Lascannon battery 1 (CPS: 40)

#### Gun/Gunner (Heavy las weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lascannon	8dx5 (7) Tight-beam	7	2900/8700	70/40	1	1(3)	18M	-10	1	30000	

### Man-portable lascannon



Man portable version of lascannon.

Ammo: Lascannon battery 2 (CPS: 30)

#### Gun/Gunner (Heavy las weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Man-portable Lascannon	7dx3 (7) Tight-beam	7	1450/4350	50/20	1	5(3)	14	-8	1	45000	

### Laser destroyer



The Laser Destroyer is an Imperial laser weapon mounted primarily on the Destroyer Tank Hunter, capable of destroying enemy tanks from long range. The Laser Destroyer however is a highly-complex system which all but a few Forge Worlds can no longer reproduce; even those who can create new ones must hand-craft each one through a painstakingly slow process. The result has been that these weapons and the vehicles which use them have become incredibly rare amongst the Imperial Guard. The chance of receiving any replacement for lost or destroyed models is very slim, often leading to recovered tank destroyers instead being fitted with another weapon.

Ammo: Laser destroyer battery (CPS: 100)

#### Gunner (Heavy las weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Laser destroyer	16dx5 (10) Tight-beam	7	2900/8700	150/40	1	1(3)		-10	1	1350000	

### Heavy mining laser



The Mining Laser is a tool used for breaching tunnels in the mining process. It can be highly effective when modified and used as a weapon, though, especially by irregular forces such as the Genestealer Cults.

Ammo: Mining laser battery 1 (CPS: 30)

#### Gun/Gunner (Heavy las weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Heavy mining laser	7dx3 (5) Tight-beam	4	300/600	90/90	1	20(3)	20M	-10	1	25000	

### Dvarlock pattern mining laser



Dvarlock pattern Mining Laser, founded and identified by Tempestor Gulack of the Kappic Eagles, have been modified so it can blast the hole through a metres-thick bulkhead with a single pull of a trigger. It also features three hand-grips, indicating its use in combination with a tertia pattern servo-arm.

Ammo: Mining laser battery 1 (CPS: 30)

#### Gun/Gunner (Heavy las weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Heavy mining laser	7dx3 (5) Tight-beam	4	150/300	65/20	1	5(3)	10	-8	1	25000	1

Notes:

1 – If the user have less then 3 hands, he will require ST 15 to use the weapon.

## Exotic las weapons

### *Las gauntlet*

*Gauntled with 3 las barrels. Often wear by assassins, nobility, rough traders and similar individuals.*

Ammo: Gauntlet battery (CPS: 0,06)

#### **Gun (Las gauntlet)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Las gauntlet	3d Tight-beam	5	160/1800	3/2	3x3	53	5	-2	1	2500	1

Notes:

1 – Cannot be reloaded, it must be recharged. Recharging takes an hour. Hand equipped with the gauntlet gains DR 3.

## Las packs

Only Las pack 1

### *Short packs*

1 lb, shots\*0,5, Price: 40

### *Normal packs*

Price: 90

### *Long packs*

4 lb, shots\*2, Price: 190

### *Drum packs*

6 lb, shots\*3, Price: 285

### *Back packs*

20 lb, shots\*15, bulk-3, Price: 1380

### *Small back pack*

15 lb, shots\*10, bulk-3, Price: 920

Only Lascannon battery 1

### *Lascannon backpack*

160 lb, shots 60

### *Emergency recharging in fire*

If pack is left in fire, it will recharge 2d% of their shots per hour. After it is removed from fire roll 3d6, plus 1 for each 3 hours in fire. On 11 or less the pack is fine, on 12-14 it will lose 5d% from maximum shots, on 15-17 the pack is non-functional, on 18+ the pack explodes for 5d ex cr during the first shot. In order to find the state of the pack roll Armory (small arms) or IQ in Gun(lasgun)/Gun(laspistol)/Gun(Automatic Heavy las)/Gun(Las SMG).

## Plasma weapons

Plasma weapons utilize the same technology as found in plasma reactors and drives: hydrogen fuel is held suspended in a photonic state, typically in a sturdy flask or backpack container, before being fed into the weapon's miniature fusion core and energised into a plasma state. This plasma is then contained by powerful magnetic fields until the weapon is fired, whereupon it is ejected via a linear magnetic accelerator to form a bolt of superheated matter in appearance and temperature much like a solar flare (giving rise to the nickname "sun gun"). Upon impact tremendous energy is released akin to a small sun, destroying the target through searing heat and explosive shock in an almighty explosion.

### Plasma pistol

#### Plasma pistol



Officers favour plasma pistols for their power to neutralize heavily-armoured enemies in an easily-handled pistol configuration. As well, their rarity marks plasma pistols as icons of status that the bearer is considered important enough to have access to one.

Ammo: Fuel cell 1 (CPS: 20)

#### Gun (Plasma pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Plasma pistol	3dx3 (6) burn	2	160/1800	7/1	3	10(3)	9	-2	2	18000	1
Plasma pistol (Overcharge)	3dx3 (6) burn ex	2	160/1800	7/1	1	10(3)	9	-2	2	18000	2

Notes:

1 – Malfunction 16+, if the gun fires twice per second then 15+, if three times per second then 14+, etc... Should the weapon explode, it will explode for 5d ex, burn [2d]

2 – Malfunction 14+, shot consumes 3 shots, Should the weapon explode, it will explode for 5d ex, burn [2d]

#### Plasma exterminator



The Plasma Exterminator is a type of Space Marine weapon.

Ammo: Fuel cell 2 (CPS:21,8)

#### Gun (Plasma pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Plasma Exterminator	4dx3 (6) burn	2	300/2500	12/2	3	10(3)	14	-4	2	36000	1
Plasma Exterminator (overcharge)	4dx3 (6) burn ex	2	300/2500	12/2	3	10(3)	14	-4	2	36000	2

Notes:

1 – Malfunction 16+, if the gun fires twice per second then 15+, if three times per second then 14+, etc... Should the weapon explode, it will explode for 5d ex, burn [2d]

2 – Malfunction 14+, shot consumes 3 shots, Should the weapon explode, it will explode for 5d ex, burn [2d]



## Plasma rifles

### Plasma gun



*An uncommon weapon, even in the ranks of the Imperial Guard or Adeptus Astartes, most extant plasma guns are hundreds if not thousands of years old. As a testament to their design, they remain as deadly today as the day of their fabrication.*

Ammo: Fuel cell 3 (CPS: 28,3)

#### Gun/Gunner (Plasma rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Plasma gun	5dx3 (6) burn	4	550/3300	15/2	3	24(3)	11	-5	2	24000	1
Plasma gun (overcharge)	5dx3 (6) burn ex	4	550/3300	15/2	1	24(3)	11	-5	2	24000	2

Notes:

1 – Malfunction 16+, if the gun fires twice per second then 15+, if three times per second then 14+, etc... Should the weapon explode, it will explode for 5d ex, burn [2d]

2 – Malfunction 14+, shot consumes 3 shots, Should the weapon explode, it will explode for 5d ex, burn [2d]

### Combi-plasma



*This version of plasma gun is design to be connected to a gun in same fashion as underbarrel grenade launcher.*

Ammo: Fuel cell 4 (CPS: 28,3)

#### Gun/Gunner (Plasma rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Combi-plasma	5dx3 (6) burn	2	550/3300	4,1/0,5	3	3(3)	11	--	2	25000	1;2
Combi-plasma (overcharge)	5dx3 (6) burn ex	2	550/3300	4,1/0,5	1	3(3)	11	--	2	25000	2;3

Notes:

1 – Malfunction 16+, if the gun fires twice per second then 15+, if three times per second then 14+, etc... Should the weapon explode, it will explode for 5d ex, burn [2d]

2 – Needs to be connected to different gun, -1 bulk

3 – Malfunction 14+, shot consumes 3 shots, Should the weapon explode, it will explode for 5d ex, burn [2d]

### Plasma Caliver



*Plasma Calivers are a type of Plasma Weapon used by Adeptus Mechanicus Skitarii. This gun exchanges range for a terrifying rate of fire.*

Ammo: Fuel cell 5 (CPS:28,3)

#### Gun/Gunner (Plasma rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Plasma caliver	5dx3 (6) burn	3	400/3000	12/2	5	24(3)	12	-4	2	28000	1
Plasma caliver (overcharge)	5dx3 (6) burn ex	3	400/3000	12/2	1	24(3)	12	-4	2	28000	2

Notes:

1 – Malfunction 16+, if the gun fires twice per second then 15+, if three times per second then 14+, etc... Should the weapon explode, it will explode for 5d ex, burn [2d]

2 – Malfunction 14+, shot consumes 3 shots, Should the weapon explode, it will explode for 5d ex, burn [2d]

### Plasma Incinerator



*The Mk.III Belisarius-pattern Plasma Incinerator is a type of Plasma Gun used by the Primaris Space Marines.*

Ammo: Fuel cell 6 (CPS: 28,3)

#### Gun/Gunner (Plasma rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Plasma Incinerator	5dx3 (6) burn	4	700/3500	20/4	3	30(3)	16	-5	2	30000	1
Plasma Incinerator (overcharge)	5dx3 (6) burn ex	4	700/3500	20/4	1	30(3)	16	-5	2	30000	2
Heavy Plasma Incinerator	5dx3 (6) burn	4	900/4000	22/4	3	15(3)	16	-5	2	30000	1
Heavy Plasma Incinerator (overcharge)	5dx3 (6) burn ex	4	900/4000	22/4	1	15(3)	16	-5	2	30000	2

Notes:

1 – Malfunction 16+, if the gun fires twice per second then 15+, if three times per second then 14+, etc... Should the weapon explode, it will explode for 5d ex, burn [2d]

2 – Malfunction 14+, shot consumes 3 shots, Should the weapon explode, it will explode for 5d ex, burn [2d]

### Plasma Blaster



*Plasma gun with two barrels.*

Ammo: Fuel cell 3 (CPS: 28,3)

#### Gun/Gunner (Plasma rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Plasma Blaster	5dx3 (6) burn	4	550/3300	35/2	6	24(3)	13	-6	2	50000	1
Plasma Blaster (overcharge)	5dx3 (6) burn ex	4	550/3300	35/2	2	24(3)	13	-6	2	50000	2

Notes:

1 – Malfunction 16+, if the gun fires at least three times per second then 15+, if it fires at least five times per second then 14+, Should the weapon explode, it will explode for 5d ex, burn [2d]

2 – Malfunction 14+, shot consumes 3 shots, Should the weapon explode, it will explode for 5d ex, burn [2d]

### Accatran pattern Plasma gun



*The MK II Accatran Pattern is the standard plasma gun of the Elysian Drop Troops. Two photonic hydrogen fuel cells screw in underneath the weapon.*

Ammo: Fuel cell 3 (CPS: 28,3)

#### Gun/Gunner (Plasma rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Accatran pattern Plasma gun	5dx3 (6) burn	4	550/3300	17/4	3	24(3)x2	11	-5	2	25000	1;3
Accatran pattern Plasma gun (overcharge)	5dx3 (6) burn ex	4	550/3300	17/4	1	24(3)x2	11	-5	2	25000	2;3

Notes

1 – Malfunction 16+, if the gun fires twice per second then 15+, if three times per second then 14+, etc... Should the weapon explode, it will explode for 5d ex, burn [2d]

2 – Malfunction 14+, shot consumes 3 shots, Should the weapon explode, it will explode for 5d ex, burn [2d]

3 – The weapon houses two canisters. It need just one to be able to fire

### Phased Plasma gun



*One of the more dangerous special issue weapons within the Crimson Guard, the Phased Plasma Rifle does away with many of the drawbacks common to Imperial plasma weaponry, all but eliminating the need for recharging, and significantly reducing the excess heat that conventional plasma weapons tend to generate. This technology is guarded jealously, and since it was rediscovered the Tech-Priests of the Lathes have refused any attempts to adapt the technology for more general use. From their perspective, the Phased Plasma Rifle is a weapon of purity, and to change it in any way would defile the machine-spirits that drive each weapon.*

Ammo: Fuel cell 3 (CPS: 28,3)

#### Gun/Gunner (Plasma rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Phased Plasma gun	5dx3 (6) burn	4	550/3300	20/2	3	24(3)	11	-4	2	250000	1
Phased Plasma gun (overcharge)	5dx3 (6) burn ex	4	550/3300	20/2	1	24(3)	11	-4	2	250000	2

Notes:

1 –Should the weapon explode, it will explode for 5d ex, burn [2d]

2 – Shot consumes 3 shots, Should the weapon explode, it will explode for 5d ex, burn [2d]

## Heavy plasma weapons

### Plasma Cannon



The plasma cannon or heavy plasma gun is a plasma weapon, a larger version of the plasma gun.

Ammo: Fuel cell 7 (CPS: 141,5)

#### Gun/Gunner (Heavy plasma weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Plasma Cannon	8dx3 (7) burn ex	4	1000/4000	90/5	1	10(4)	20	-8	2	120000	1
Plasma Cannon (overcharge)	8dx3 (7) burn ex	4	1000/4000	90/5	1	10(4)	20	-8	2	120000	2

Notes:

1 – Malfunction 16+, should the weapon explode it will explode for 7d ex, burn [2d]

2 – Shot consumes 3 shots, Malfunction 14+, armour divisor is applied to everyone couth in explosion, should the weapon explode it will explode for 7d ex, burn [2d]

### Plasma destroyer



The Plasma Destroyer is a plasma weapon mounted on the Leman Russ Executioner and Deimos Pattern Predator Executioner.

Ammo: Fuel cell 8 (CPS: 141,5)

#### Gun/Gunner (Heavy plasma weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Plasma destroyer	8dx3 (7) burn ex	4	1000/4000	-/17	3	25(4)	-	-	2	150000	1
Plasma destroyer (overcharge)	8dx3 (7) burn ex	4	1000/4000	-/17	3	25(4)	-	-	2	150000	2

Notes:

1 – Malfunction 16+, if the gun fires twice per second then 15+, if three times per second then 14+, etc... Should the weapon explode, it will explode for 7d ex, burn [2d]

2 – Shot consumes 3 shots, Malfunction 15+, if the gun fires twice per second then 14+, if three times per second then 13+, etc... Armour divisor is applied to everyone couth in explosion, should the weapon explode it will explode for 7d ex, burn [2d]

## Plasma blastgun



The Plasma Blastgun is a Plasma Weapon employed by the Imperium. Generally used against Titans, the Plasma Blastgun can devastate swaths of the battlefield with its superheated blasts of energy. It is able to be mounted on all Imperial Titans as well as certain Super-Heavy Tanks and other vehicles.

Ammo: Fuel cell 9 (CPS: 141,5)

### Gun/Gunner (Heavy plasma weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Plasma blastgun	9dx3 (7) burn ex	4	1500/5000	-	2	100(8)	-	-	2	750000	1
Plasma blastgun (overcharge)	12dx3 (7) burn ex	4	1500/5000	-	1	100(8)	-	-	2	750000	2

Notes:

1 – Malfunction 16+, if the gun fires twice per second then 15+, if three times per second then 14+, etc... Should the weapon explode, it will explode for 12d ex, burn [4d], armour divisor is applied to everyone couth in explosion, dived the damage of the explosion by 1,5 per meter rather then by 3

2 – Shot consumes 6 shots, Malfunction 15+, if the gun fires twice per second then 14+, if three times per second then 13+, etc... Armour divisor is applied to everyone couth in explosion, should the weapon explode it will explode for 12d ex, burn [4d], dived the damage of the explosion by 1,5 per meter rather then by 3

## Plasma canisters

### *Stable mix*

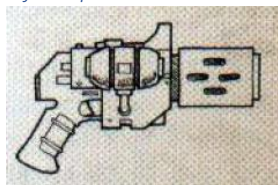
Cannot be used by plasma cannon or plasma destroyer. Gun increases the number on which it malfunctions by 1, decrease armour divisor by 2. The gun cannot be overcharged.

## Melta weapons

*Melta Weapons are heat-based weapons which work by sub-atomic agitation of the air. Targets on the receiving end are heated to the point of being vaporised. The effect on flesh is fearsome to say the least, while vehicles can be reduced to molten slag. Most melta weapons use highly pressurized pyrum-petrol gases with a two part injection system which forces the gases into a molecular state, which will vaporise just about anything. Unfortunately, due to the high power consumption and range dissipation, the weapon is only effective over very short distances, but anything caught in the blast is likely to be destroyed.*

### Melta pistols

#### Inferno pistol



*The Inferno Pistol is a pistol-sized melta weapon of highly specialised and ancient technology created by Artificers. They are close to impossible to recreate and are rarely used as only a mere handful of them may exist in each Sector of space.*

Ammo: Melta canister 1 (CPS: 25)

#### Gun (Melta pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Inferno pistol	8dx3 (8)	3	25/50	7/1	1	3(3)	9	-2	1	90000	



## Melta rifles

### Meltagun



*Melta Guns are the basic version of Melta weapons, used by forces of Imperial origin, including the Imperial Guard, Space Marines, Ordo Hereticus and Adepta Sororitas. Given their fairly quiet and very effective nature, infiltrating parties make use of meltaguns to destroy enemy vehicles before they get a chance to fight on the battlefield. They are also given names such as 'fusion guns', 'melters' and 'cookers'.*

Ammo: Melta canister 2 (CPS: 25)

#### Gun/Gunner (Melta rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Meltagun	8dx3 (8)	4	35/75	15/2	1	10(3)	11	-4	1	24000	

### Multi-melta



*The Multi-melta is a heavy version of the Meltagun that has multiple melta barrels.*

Ammo: Melta canister 3 (CPS: 50)

#### Gun/Gunner (Melta rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Multi-melta	8dx3 (8)	5	75/150	30/4	1	15(3)	15	-6	1	36000	

### Combi-Melta



*An attachable version of meltagun.*

Ammo: Melta canister 4 (CPS: 25)

#### Gun (Melta rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Combi-melta	8dx3 (8)	2	35/70	8/0,5	1	1(3)	11	--	1	30000	1

Notes:

1 – Needs to be attached to a gun, -1 bulk

### Beamer Meltagun



Ancient meltagun pattern with longer range. It is no longer in mass use due to difficulty of its maintenance.

Ammo: Melta canister 2 (CPS:25)

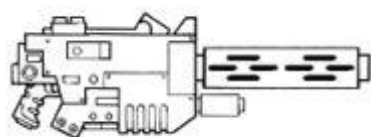
#### Gun (Melta rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Meltagun	8dx3 (8)	5	60/120	17/2	1	10(3)	11	-4	1	60000	1

Notes:

1 – The gun cannot repair with skill Gun, only skill Armory (small arms) can be used, and it gets -3 penalty.

### Thermal lance



The Thermal Lance is a type of Melta Weapon used by the Imperium. Similar in size to a Multi-Melta, the Thermal Lance is equipped with a much longer barrel reducing heat beam dispersal, allowing the weapon to gain in accuracy at the cost of damage output.

Ammo: Melta canister 3 (CPS: 50)

#### Gun (Melta rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Thermal lance	4dx3 (8)	5	150/300	20/4	1	15(3)	15	-6	1	45000	

## Grenade launchers

### Grenade launchers

Grenade launchers are relatively simple tubular weapons which can launch several different types of grenades using means such as compressed gas or an electromagnetic charge. Grenade launchers benefit from their ability to fire ordnance on an arching trajectory, allowing their shots to clear obstacles and lay down suppressive fire on unseen foes. While a variety of common grenade types can be fired by grenade launchers they are almost universally loaded with frag and krak grenades. Other types include anti-plant, blind, hallucinogenic, plasma, smoke, stun, virus and xeno-filament grenades.

Grenade launchers are a common weapon used by Imperial Guard infantry squads thanks to their ability to lob grenades greater distances and with more accuracy than can be thrown. Their primary duty is to lay down suppressive fire and destroy light vehicles and buildings

#### Voss pattern grenade launcher



This semi-automatic grenade launcher carries six rounds in a revolving drum magazine.

Ammo: grenade 1 (CPS:5)

#### Gun (Grenade launcher)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Voss pattern grenade launcher	6d+2 [2d] cr ex	2	440	15/3	3	6(3i)	10	-5	2	3000	1

Notes:

1 – Damage is for Frag shells

#### Armageddon pattern grenade launcher



A single shot grenade launcher.

Ammo: grenade 1 (CPS:5)

#### Gun (Grenade launcher)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Armageddon pattern grenade launcher	6d+2 [2d] cr ex	2	440	6/0,5	1	1(3)	8	-4	2	1200	1

Notes:

1 – Damage is for Frag shells

#### Saw-off Armageddon pattern grenade launcher



Armageddon pattern grenade launcher with sawed barrel and stock off.

Ammo: grenade 1 (CPS:5)

#### Gun (Grenade launcher)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Armageddon pattern grenade launcher	6d+2 [2d] cr ex	1	440	4,5/0,5	1	1(3)	8	-3	2	1200	1

Notes:

1 – Damage is for Frag shells

### Underbarell grenade launcher



*Design to be clipped to a primary gun of an infantry man to give him additional fire power.*

Ammo: grenade 1 (CPS:5)

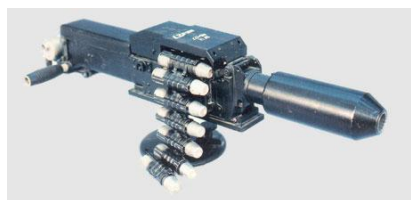
#### Gun (Grenade launcher)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Underbarell grenade launcher	6d+2 [2d] cr ex	1	200	4,1/0,5	1	1(3i)	8	-	2	1320	1

Notes:

1 – Damage is for Frag shells, needs to be attached to a gun, bulk-1

### Auto-launcher



*Automatic grenade launcher designed for vehicles*

Ammo: grenade 4 (CPS:10)

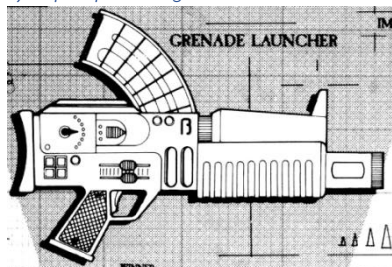
#### Gunner (Grenade launcher)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Auto launcher	6d+2 [2d] cr ex	3	2200	39/16	4	31(5)	17M	-7	2	10000	1

Notes:

1 – Damage is for Frag shells

### Cyclopea pattern grenade launcher



*Magazine fed grenade launcher.*

Ammo: grenade 1 (CPS:5)

#### Gun (Grenade launcher)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Cyclopea pattern grenade launcher	6d+2 [2d] cr ex	2	440	12/4	3	6(3)	10	-6	2	5000	1

Notes:

1 – Damage is for Frag shells

### Hesh pattern grenade launcher



This pump-action grenade launcher carries twelve rounds in a revolving drum magazine.

Ammo: grenade 2 (CPS:4)

#### Gun (Grenade launcher)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Hesh pattern grenade launcher	5d-1 [2d] cr ex	2	800	15/3	2	12(3i)	10	-5	4	3000	1

Notes:

1 – Damage is for Frag shells

### Vengeance grenade launcher



The Vengeance Grenade Launcher is an experimental Adeptus Mechanicus weapon created on the Forge world Graia just prior to the Ork invasion of Warboss Grimskull. The Vengeance Grenade Launcher is not authorized for use off world, but those Space Marines who have field tested the weapon however, attest to its effectiveness against a range of targets. The launcher can fire out up to five charges that stick to surfaces and then be remotely detonated.

Ammo: Vengeance grenade (CPS:75)

#### Gun (Grenade launcher)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Vengeance grenade launcher	2d cr	2	200/440	25/3	3	6(3i)	12	-5	2	15000	1

Notes:

1 – Once fired the grenade will stick to any surface it hits, it will stay day and can be detonated by press of a button on the launcher. The explosion does 8d+4 (2) cr ex. Pressing the button, does take a ready manoeuvre (unless the bearer has familiarity with the gun). If there are more grenades that were fired, all of them will detonate. If the operator already fired but not detonated five grenades and fires another, the oldest one will explode automatically. The reach of the detonator is 1 mile.

### Grenadier Gauntlet



The Grenadier Gauntlet is a type of heavy Grenade Launcher used by Imperial Guard Bullgryn's. The foe are left reeling and shell-shocked even before the maul-wielding Ogryns charge into their midst and bludgeon the survivors to a red paste.

Ammo: grenade 3 (CPS (frag):10, CPS (krak):610)

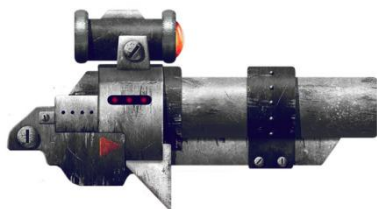
#### Gun (Grenade launcher)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Grenadier gauntlet (Frag)	8d+4 [3d] cr ex	2	440	20/1	1	1(3)	14	-2	2	1500	1
Grenadier gauntlet (Krak)	9d+2 (5)	2	440	20/1	1	1(3)	14	-2	2	1500	1
Linked	6d+1 cr ex										

Notes:

1 – Gives DR 10 to hand it is used with

### Astartes grenade launcher



Space Marine Scout Bikes can employ grenade launchers outfitted with adaptive targeters to compensate for the high speed at which they move.

Ammo: grenade 3 (CPS (frag):10, CPS (krak):610)

#### Gun/Gunner (Grenade launcher)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Astartes grenade launcher (Frag)	8d+4 [3d] cr ex	3	440	15/6	3	6(3i)	14	-2	2	6000	
Astartes grenade launcher (Krak) <i>Linked</i>	9d+2 (5) 6d+1 cr ex	3	440	15/6	3	6(3i)	14	-2	2	6000	

### Anvillus pattern grenade launcher



This is a pump-action grenade launcher fed by a magazine.

Ammo: grenade 1 (CPS:5)

#### Gun (Grenade launcher)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Anvillus pattern grenade launcher	6d+2 [2d] cr ex	3	440	15/3	2	5+1(3)	10	-5	2	3500	1

Notes:

1 – Damage is for Frag shells

### Subjugator grenade launcher



Single-hand grenade launchers by Enforcer squads.

Ammo: grenade 1 (CPS:5)

#### Gun (Grenade launcher)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Subjugator grenade launcher	6d+2 [2d] cr ex	2	440	12/1,5	1	3(3i)	12	-4	2	3000	1

Notes:

1 – Damage is for Frag shells

## Grenades

### *Krak*

Grenade 1: Damage: 8d (5) *Linked* 3d cr ex. CPS: 305

Grenade 2: Damage: 6d (5) *Linked* 2d cr ex. CPS: 304

Grenade 4: Damage: 8d (5) *Linked* 3d cr ex. CPS: 310

### *Shot*

Grenade 1: Damage: 1d-1 (0,5) pi-, Range: 30/600, RoF: nx50, Rcl: 1 CPS: 5

Grenade 2: Damage: 1d-1 (0,5) pi-, Range: 30/600, RoF: nx25, Rcl: 1 CPS: 4

Grenade 4: Damage: 1d-1 (0,5) pi-, Range: 60/800, RoF: nx50, Rcl: 1 CPS: 10

### *Smoke*

Grenade 1: Damage: 1d+1 (0,5), smoke for 25s in 8m. There are different colours. CPS: 15

Grenade 2: Damage: 1d+1 (0,5), smoke for 25s in 6m. There are different colours. CPS: 14

Grenade 4: Damage: 1d+1 (0,5), smoke for 25s in 8m. There are different colours. CPS: 20

### *Illumination*

Grenade 1: Damage: 1d+1 (0,5), if shot in the air it will illuminate are of 180 yd for 40 s. CPS: 25

Grenade 2: Damage: 1d+1 (0,5), if shot in the air it will illuminate are of 150 yd for 40 s. CPS: 24

Grenade 4: Damage: 1d+1 (0,5), if shot in the air it will illuminate are of 180 yd for 40 s. CPS: 30

### *Multi-Flechette*

Grenade 1: 1d-3 pi-, Range: 100/1200, RoF: nx45, R CPS: 15

Grenade 2: Damage: 1d-3 pi-, Range: 100/1200, RoF: nx20, R CPS: 14

Grenade 4: 1d-3 pi-, Range: 200/2200, RoF: nx45, R CPS: 20

### *Xeno-filament*

Grenade 1: Damage: 6d+2 cut ex CPS: 505

Grenade 2: Damage: 5d-1 cut ex CPS: 504

Grenade 4: Damage: 6d+2 cut ex CPS: 510

### *Stun*

Grenade 1: HT-5 (10yd.), roll for sight and hearing CPS: 25

Grenade 2: HT-5 (10yd.), roll for sight and hearing CPS: 25

Grenade 4: HT-5 (10yd.), roll for sight and hearing CPS: 30

### *Plasma*

Grenade 1: Damage: 4d(6) bur ex CPS: 405

Grenade 2: Damage: 3d-2(6) bur ex CPS: 405

Grenade 4: Damage: 4d(6) bur ex CPS: 410

## Projectile weapons

Projectile weapons are used throughout the Imperium and are similar in operation to twentieth century automatic guns. They use solid ammunition rather than the easily rechargeable power packs of las weapons, meaning auto weapons are more likely to run out of ammunition in a protracted battle. The strong point of auto weapons is that they use relatively basic technology and are capable of being produced even on low-tech worlds.

### Pistols

#### Belacane pattern Stub pistol



Stub guns or slug guns are a name that refers to a wide variety of low-velocity, high-calibre pistols.

Ammo: Stub round 1 (CPS (normal): 0,02; CPS (HP): 0,02; CPS (AP): 0,03)

#### Gun (Pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Belacane pattern Stub pistol	2d+2 pi+	2	150/1800	2/0,35	3	9+1(3)	9	-2	2	240	
Belacane pattern Stub pistol (HP)	2d+2 pi++ (0,5)	2	150/1800	2/0,35	3	9+1(3)	9	-2	2	240	
Belacane pattern Stub pistol (AP)	2d-1 pi (2)	2	150/1800	2/0,35	3	9+1(3)	9	-2	2	240	

#### Deimos pattern Stub pistol



Stub guns or slug guns are a name that refers to a wide variety of low-velocity, high-calibre pistols.

Ammo: Stub round 2 (CPS (normal): 0,02; CPS (HP): 0,02; CPS (AP): 0,03)

#### Gun (Pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Deimos pattern Stub pistol	2d-1 pi+	2	150/1800	2/0,7	3	18+1(3)	7	-2	2	200	
Deimos pattern Stub pistol (HP)	2d-1 pi++ (0,5)	2	150/1800	2/0,7	3	18+1(3)	7	-2	2	200	
Deimos pattern Stub pistol (AP)	1d+1 (2)	2	150/1800	2/0,7	3	18+1(3)	7	-2	2	200	

#### Stub revolver



The stub revolver carries fewer rounds than most pistols but is very reliable and easy to operate. As shells can be inserted individually, it is relatively easy to load in specialised rounds when needed. It is one of the most ancient of pistol designs and serves as an ideal backup weapon.

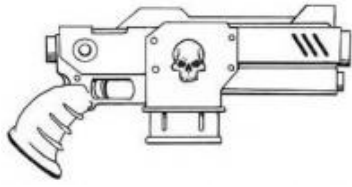
Ammo: Stub round 3 (CPS (normal): 0,05; CPS (HP): 0,05; CPS (AP): 0,075)

#### Gun (Pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Stub Revolver	3d pi+	2	200/2500	3,25/0,3	3	6(3i)	11	-3	4	240	
Stub Revolver (HP)	3d pi++ (0,5)	2	200/2500	3,25/0,3	3	6(3i)	11	-3	4	240	
Stub Revolver (AP)	2d pi (2)	2	200/2500	3,25/0,3	3	6(3i)	11	-3	4	240	



### Stub automatic



Unlike the Stub revolver, this pistol weapon also can fire in rapid semi-automatic mode as well as single shots.

Ammo: Stub round 3 (CPS (normal): 0,05; CPS (HP): 0,05; CPS (AP): 0,075)

#### Gun (Pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Stub automatic	3d pi+	2	230/2500	4,5/0,6	3	9+1 (3)	12	-3	4	300	
Stub automatic (HP)	3d pi++ (0,5)	2	230/2500	4,5/0,6	3	9+1 (3)	12	-3	4	300	
Stub automatic (AP)	2d pi (2)	2	230/2500	4,5/0,6	3	9+1 (3)	12	-3	4	300	

### Hand cannon



A heavier version of the stub revolver, hand cannons are popular with those who have the arm strength to wield them. They fire massive slugs that can turn unfortunates into chunks of meat, but generally have a low rate of fire and small ammo capacity. These deadly weapons kick with a strong recoil and are mostly used by enforcers or bounty hunters who aren't picky on the state of their quarry.

Ammo: Stub Magnum (CPS (normal): 0,1; CPS (HP): 0,1; CPS (AP): 0,15)

#### Gun (Pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Hand cannon	4d+1 pi++	2	235/2600	4,5/0,6	1	6(3i)	12	-3	4	390	
Hand cannon (HP)	4d+1 pi++ (0,5)	2	235/2600	4,5/0,6	1	6(3i)	12	-3	4	390	
Hand cannon (AP)	3d Pi+ (2)	2	235/2600	4,5/0,6	1	6(3i)	12	-3	4	390	

### Flintlock pistol



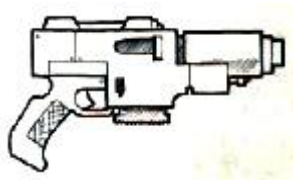
Primitive fire arm, used on some primitive worlds.

Ammo: flintlock load 1 (CPS: 0,01)

#### Gun (Pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Flintlock pistol	2d-1 pi+	1	75/450	3/0,01	1	1(20)	10	-3	2	100	

#### Tranter Hand cannon



These massive gas-operated stub automatics are often plagued with mechanical problems and notoriously prone to jamming. Despite their drawbacks they are undoubtedly powerful, very menacing and capable to take a man's head clean off in one shot. They are sometimes referred to as a "poor man's bolter".

Ammo: Stub Magnum (CPS (normal): 0,1; CPS (HP): 0,1; CPS (AP): 0,15)

#### Gun (Pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Tranter Hand cannon	4d+1 pi++	2	260/2600	4,5/1	3	10(3)	12	-3	4	390	1
Tranter Hand cannon (HP)	4d+1 pi++ (0,5)	2	260/2600	4,5/1	3	10(3)	12	-3	4	390	1
Tranter Hand cannon (AP)	3d Pi+ (2)	2	260/2600	4,5/1	3	10(3)	12	-3	4	390	1

Notes:

1 – Malfunction 16+

#### Fusiria pattern Stub pistol



Stub guns or slug guns are a name that refers to a wide variety of low-velocity, high-calibre pistols.

Ammo: Stub round 4 (CPS (normal): 0,02; CPS (HP): 0,02; CPS (AP): 0,03)

#### Gun (Pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Fusiria pattern Stub pistol	3d-1 pi-	2	180/2000	2,7/0,2	3	10(3)	9	-3	2	200	
Fusiria pattern Stub pistol (HP)	3d-1 pi	2	180/2000	2,7/0,2	3	10(3)	9	-3	2	200	
Fusiria pattern Stub pistol (AP)	2d (2) pi-	2	180/2000	2,7/0,2	3	10(3)	9	-3	2	200	

#### Jupiter pattern Stub pistol



Stub guns or slug guns are a name that refers to a wide variety of low-velocity, high-calibre pistols.

Ammo: Stub round 4 (CPS (normal): 0,02; CPS (HP): 0,02; CPS (AP): 0,03)

#### Gun (Pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Jupiter pattern Stub pistol	3d-1 pi-	3	180/2000	2,7/0,16	2	8(3)	9	-3	2	200	1
Jupiter pattern Stub pistol (HP)	3d-1 pi	3	180/2000	2,7/0,16	2	8(3)	9	-3	2	200	1
Jupiter pattern Stub pistol (AP)	2d (2) pi-	3	180/2000	2,7/0,16	2	8(3)	9	-3	2	200	1

Notes:

1 – Malfunction 18+

### *Haddrack pattern Stub pistol*



*Stub guns or slug guns are a name that refers to a wide variety of low-velocity, high-calibre pistols.*

Ammo: Stub round 2 (CPS (normal): 0,02; CPS (HP): 0,02; CPS (AP): 0,03)

#### **Gun (Pistol)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Haddrack pattern Stub pistol	2d-1 pi+	2	150/1800	2/0,3	3	7+1(3)	7	-2	2	200	1
Haddrack pattern Stub pistol (HP)	2d-1 pi++ (0,5)	2	150/1800	2/0,3	3	7+1(3)	7	-2	2	200	1
Haddrack pattern Stub pistol (AP)	1d+1 (2)	2	150/1800	2/0,3	3	7+1(3)	7	-2	2	200	1

Notes:

1 – Malfunction 18+

### *Voltaic blaster*



*The Voltaic Blaster is a type of energy weapon used by Adeptus Mechanicus Lectro-Maesters. These weapons can shock a target's animating energies from their body.*

Ammo: Galvanic round 2 (CPR: 4)

#### **Gun (pistol)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Voltaic blaster <i>Linked</i>	3dx3 Pi -1d3 FP	4	150/1800	4/0,5	1	8(3)	9	-3	2	2000	1

Notes:

1 – Malfunction 18+

### *Archeo-revolver*



*The Archeo-Revolver is a type of weapon used by Serberys Raiders.*

Ammo: Archeo round 1 (CPR: 20)

#### **Gun (pistol)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Archeo-revolver	6dx3 (3) pi++	4	200/2000	6/0,6	2	6(3i)	13	-3	4	30000	1

Notes:

1 – Malfunction 18+

## Sub-machine guns

### Voss pattern auto pistol



*This weapon can trace its origin to M2. It is still used due to how easy it is to produce.*

Ammo: Stub round 1 (CPS (normal): 0,02; CPS (HP): 0,02; CPS (AP): 0,03)

#### Gun (SMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Voss pattern Auto pistol	2d+2 pi+	3	160/1800	5,6/1,2	15	30+1(3)	9	-4	2	350	
Voss pattern Auto pistol (HP)	2d+2 pi++ (0,5)	3	160/1800	5,6/1,2	15	30+1(3)	9	-4	2	350	
Voss pattern Auto pistol (AP)	2d-1 pi (2)	3	160/1800	5,6/1,2	15	30+1(3)	9	-4	2	350	

### Armageddon pattern auto pistol



*This weapon can trace its origin to M2. It is still used due to how easy it is to produce.*

Ammo: Stub round 1 (CPS (normal): 0,02; CPS (HP): 0,02; CPS (AP): 0,03)

#### Gun (SMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Armageddon pattern Auto pistol	2d+2 pi+	2	90/1000	3,7/0,8	15	20(3)	7	-3	2	340	
Armageddon pattern Auto pistol (HP)	2d+2 pi++ (0,5)	2	90/1000	3,7/0,8	15	20(3)	7	-3	2	340	
Armageddon pattern Auto pistol (AP)	2d-1 pi (2)	2	90/1000	3,7/0,8	15	20(3)	7	-3	2	340	

### Deimos pattern auto pistol



*This weapon can trace its origin to M2. It is still used due to how easy it is to produce.*

Ammo: Stub round 2 (CPS (normal): 0,02; CPS (HP): 0,02; CPS (AP): 0,03)

#### Gun (SMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Deimos pattern auto pistol	2d-1 pi+	2	90/1000	3,5/0,9	15	30(3)	7	-2	2	340	
Deimos pattern auto pistol (HP)	2d-1 pi++ (0,5)	2	90/1000	3,5/0,9	15	30(3)	7	-2	2	340	
Deimos pattern auto pistol (AP)	1d+1 (2)	2	90/1000	3,5/0,9	15	30(3)	7	-2	2	340	

### Flechette blaster



*Flechette Blasters are a type of weapon used by Adeptus Mechanicus Skitarii. A lightweight but lethal firearm, it is the favored tool of Sicarian Infiltrators. This silenced weapon fires hundreds of tiny darts, each with bears a dormant cell awakened in the gun's chamber. Where one dart hits it emits a homing beacon that attracts others, resulting in a series of impacts that burrow through bone.*

Ammo: Flechette (CPS:5)

#### Gun (SMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Deimos pattern auto pistol	1d (3) pi-	4	90/1000	3,5/1	20!	50(3)	7	-2	2	340	1

Notes:

1 – Malfunction 18+, if the gun is fired on the target that was hit by the gun before (and the flechette was not removed), the operator gain +4 to skill.

### Macrostubber



*This type of antique weapon is used by Adeptus Mechanicus Tech-Priests and is able to hurl out a thunderous cloud of solid slugs.*

Ammo: Macrostubber slug (CPS: 1)

#### Gun (SMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Macrostubber	2d+2(2) pi-	3	150/1800	4/2	40!	400	9	-2	1	2000	1

Notes:

1 – Malfunction 18+

## Light machine guns

### Vraks pattern Stubber



*An ancient desing of fast firing support weapon.*

Ammo: Stubber round 1 (CPS (normal): 0,056; CPS (HP): 0,056; CPS (AP): 0,084)

#### Gun/Gunner (LMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Vraks pattern Stubber	7d+1 pi	5	1100/4800	30,5/5,7	20!	100(5)	12	-7	2	3000	
Vraks pattern Stubber (HP)	7d+1 pi+ (0,5)	5	1100/4800	30,5/5,7	20!	100(5)	12	-7	2	3000	
Vraks pattern Stubber (AP)	5d-1 pi (2)	5	1100/4800	30,5/5,7	20!	100(5)	12	-7	2	3000	

### Lucius pattern Stubber



*A slower firing pattern of stubber, used by Death Korps of Krieg.*

Ammo: Stubber round 1 (CPS (normal): 0,056; CPS (HP): 0,056; CPS (AP): 0,084)

#### Gun/Gunner (LMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lucius pattern Stubber	7d+1 pi	5	1100/4800	28,4/2,9	8	32+1(3)	12	-6	2	3000	
Lucius pattern Stubber (HP)	7d+1 pi+ (0,5)	5	1100/4800	28,4/2,9	8	32+1(3)	12	-6	2	3000	
Lucius pattern Stubber (AP)	5d-1 pi (2)	5	1100/4800	28,4/2,9	8	32+1(3)	12	-6	2	3000	

### Heavy stubber



*The heavy stubber, also known as a heavy stub gun, is a projectile weapon similar in appearance and effect to a M2-era heavy machine gun, firing large-calibre bullets able to stop a man dead in his tracks.*

Ammo: Stubber round 2 (CPS (normal): 0,25; CPS (HP): 0,25; CPS (AP): 0,37)

#### Gun/Gunner (LMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Heavy stubber	7dx2 pi+	5	1800/7600	84/35	8	100(5)	21M	-9	3	4500	
Heavy stubber (HP)	7dx2 pi++ (0,5)	5	1800/7600	84/35	8	100(5)	21M	-9	3	4500	
Heavy stubber (AP)	5dx2-2 Pi (2)	5	1800/7600	84/35	8	100(5)	21M	-9	3	4500	

### Pentos pattern Stubber



Double barrelled pattern of a stubber.

Ammo: Stubber round 1 (CPS (normal): 0,056; CPS (HP): 0,056; CPS (AP): 0,084)

#### Gun/Gunner (LMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Pentos pattern Stubber	7d+1 pi	4	1000/4600	40/5,7	40!	100(5)	12	-7	2	4000	
Pentos pattern Stubber (HP)	7d+1 pi+ (0,5)	4	1000/4600	40/5,7	40!	100(5)	12	-7	2	4000	
Pentos pattern Stubber (AP)	5d-1 pi (2)	4	1000/4600	40/5,7	40!	100(5)	12	-7	2	4000	

### Estaban pattern Stubber



An ancient desing of fast firing support weapon.

Ammo: Stubber round 1 (CPS (normal): 0,056; CPS (HP): 0,056; CPS (AP): 0,084)

#### Gun/Gunner (LMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Estaban pattern Stubber	7d+1 pi	4	1100/4800	25/5,7	10!	100(5)	12	-6	2	2800	
Estaban pattern Stubber (HP)	7d+1 pi+ (0,5)	4	1100/4800	25/5,7	10!	100(5)	12	-6	2	2800	
Estaban pattern Stubber (AP)	5d-1 pi (2)	4	1100/4800	25/5,7	10!	100(5)	12	-6	2	2800	

### Vraks pattern heavy Stubber



An ancient desing of fast firing support weapon.

Ammo: Stubber round 1 (CPS (normal): 0,056; CPS (HP): 0,056; CPS (AP): 0,084)

#### Gun/Gunner (LMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Vraks pattern heavy Stubber	7d+1 pi	6	1100/4800	40/14,25	25!	250(5)	14	-7	2	2000	1
Vraks pattern Heavy Stubber (HP)	7d+1 pi+ (0,5)	6	1100/4800	40/14,25	25!	250(5)	14	-7	2	2000	1
Vraks pattern heavy Stubber (AP)	5d-1 pi (2)	6	1100/4800	40/14,25	25!	250(5)	14	-7	2	2000	1

Notes:

1 – Malfunction 18+

## Shotgun

### Double barrel shotgun



*A primitive design that stood the test of time.*

Ammo: Shotgun shell (CPS (normal): 0,7; CPS (Slug): 0,7)

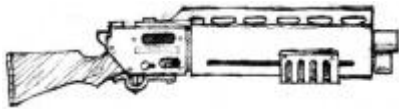
#### Gun (Shotgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Double barrel Shotgun	1d+2 pi/4d+8 Pi++	3/4	50/125	10/0,1	2x9/2	2(3i)	11	-5	1/6	360	1

Notes:

1 – Second stats are for slug

### Pump-action shotgun



*Favoured by Enforcers, pump-action shotguns have all the strengths of their double-barrelled cousins with the added benefits of increased clip capacity. There are also few things as distinctive as the sound of pump-action shotgun chambering a shell.*

Ammo: Shotgun shell (CPS (normal): 0,7; CPS (Slug): 0,7)

#### Gun (Shotgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Pump-action shotgun	1d+1 pi/4d+4 Pi++	3/4	40/800	8/0,6	2x9/2	5+1(2i)	11	-5	1/4	450	1

Notes:

1 – Second stats are for slug

### Sawed pump-action shotgun



*Favoured by gangs and mercenaries.*

Ammo: Shotgun shell (CPS (normal): 0,7; CPS (Slug): 0,7)

#### Gun (Shotgun)

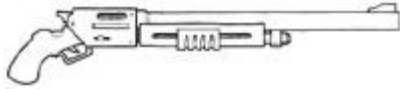
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
sawed Pump-action shotgun	1d+1 pi/4d+4 Pi++	2/3	40/800	5,4/0,3	2x9/2	3+1(2i)	11	-3	1/6	420	1

Notes

1 – Second stats are for slug



### Shorten Pump-action shotgun



Often employed by space ship crews.

Ammo: Shotgun shell (CPS (normal): 0,7; CPS (Slug): 0,7)

#### Gun (Shotgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Shorten Pump-action shotgun	1d+1 pi/4d+4 Pi++	2/3	40/800	7/0,6	2x9/2	5+1(2i)	11	-4	1/4	450	1

#### Notes

1 – Second stats are for slug

### Lucius pattern shotgun



Produced on Lucius Forge World, this model has an eight round revolving magazine and can be loaded with a variety of ammunition, including solid slugs, pellet loaded canisters and low velocity flares. The weapon uses a gas-operated self-loading action to fire. The revolver action is prone to mechanical failure, but the weapon's high gauge and the heavy cartridge fired make it a deadly weapon at close quarters at the cost of a strong recoil. This model is known to be used by Death Korps of Krieg engineers.

Ammo: Shotgun shell (CPS (normal): 0,7; CPS (Slug): 0,7)

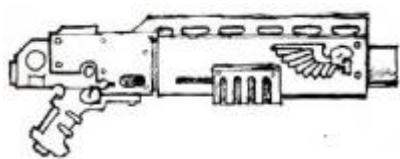
#### Gun (Shotgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lucius pattern shotgun	1d+1 pi/4d+4 Pi++	3/4	40/800	8/0,8	3x9/3	8(2i)	11	-5	1/4	900	1

#### Notes

1 – Second stats are for slug

### Astrates shotgun



The Astartes Assault Shotgun is a much more powerful and versatile version of shotgun used by Space Marine Scouts. They are bulky, clip-fed weapons that can fire in single shots and in both semi and fully automatic modes, and use an array of specialty ammunition ranging from armour-piercing penetrator rounds to the powerful man-stopping rounds. These variants are specially designed to be used by members of Adeptus Astartes and as such are of much better quality and much more deadly than normal shotguns. Assault shotguns are best used in urban and close-quarters combat, as well as in boarding actions aboard voidships.

Ammo: Astrates shell (CPS (normal): 2,8; CPS (slug): 2,8)

#### Gun (Shotgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Astrates shotgun	4d+1 pi/16d+4 pi++	3/4	60/900	15/2	4x9/4	5+1(3)	14	-5	1/8	1500	1

#### Notes

1 – Second stats are for slug

### Accatran pattern shotgun



*This pattern is a self-loading, semi-automatic weapon with a 8-round internal magazine. Produced of Accatran Forge World, it features an extending stock and pistol grip. The model is frequently used by Elysian Drop Troops Regiments of the Imperial Guard.*

Ammo: Shotgun shell (CPS (normal): 0,7; CPS (Slug): 0,7)

#### Gun (Shotgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Accatran pattern shotgun	1d+1 pi/4d+4 Pi++	2/3	40/800	7,5/0,8	3x9/3	8(2i)	11	-5	1/4	800	1

Notes

1 – Second stats are for slug,

### Accatran Pump-action shotgun



*This model has an eight round internal magazine and uses a manual pump action to fire a single shot then re-cock the weapon. It can fire a variety of ammunition. The stock is removable and at close quarters many users prefer to discard it, shortening the weapon for extra manoeuvrability. The pistol grip allows the weapon to be fired single handed, but this makes it wildly inaccurate and requires a very strong firer. This weapon is known to be used by Cadian Shock Troopers Regiments of the Imperial Guard.*

Ammo: Shotgun shell (CPS (normal): 0,7; CPS (Slug): 0,7)

#### Gun (Shotgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Accatran Pump-action shotgun	1d+1 pi/4d+4 Pi++	3/4	40/800	7/0,9	2x9/2	8+1(2i)	11	-5	1/4	550	1

Notes

1 – Second stats are for slug, malfunction 18+

### Shotgun pistol



*Also known as "Foehammer", this weapon takes a form of a squat, brutal pistol resembling a single-shot hand cannon. It can fire a standard shotgun shell, and is popular with many naval ship's officers as well as crew chiefs who need an intimidating weapon close at hand.*

Ammo: Shotgun shell (CPS (normal): 0,7; CPS (Slug): 0,7)

#### Gun (Shotgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Shotgun pistol	1d+2 pi/4d+8 Pi++	2/3	30/75	3/0,1	2x9/2	1(3)	13	-3	1/6	150	1

Notes:

1 – Second stats are for slug

### Ripper gun



Ammo: Astrates shell (CPS (normal): 2,8; CPS (slug): 2,8)

#### Gun (Shotgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Astrates shotgun	4d+1 pi/16d+4 pi++	3/4	60/900	30/2	6x9/6	30+1(3)	20	-5	1/8	1500	1

Notes

1 – Second stats are for slug; each press of a trigger fires 3 shots (the gun can fire 6 shots per second with two presses of a trigger)

### Blunderbuss



*A primitive rifle.*

Ammo: Blunderbuss load (CPS: 0,02)

#### Gun (Shotgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Blunderbuss	1d pi	1	15/100	12/0,13	1x9	1(15)	11	-5	1	75	

## Ammunition for shotguns

Only for shotgun shell

### *APDS*

Damage 6d(2) pi+, Range 150/1600, Rof, Acc and Rcl as slug, CPS: 1,5

### *APHC*

Damage 5d(2) pi+, Range 100/1200, Rof, Acc and Rcl as slug, CPS: 1

### *Baton*

Damage 1d(0,5) cr dkb, Range 100/1200, Rof, Acc and Rcl as slug, CPS: 1

### *Flame jet „Dragon´s Breath“*

Hits cone 10x75 yd. Gun can fire only every 4 turns. Damage 1d-2 burn, CPS: 1,25

### *Frangible*

Damage 5d(0,5) pi+, Range 50/600, Rof and Rcl jako slug, acc as buck shots, CPS: 0,75

### *HE*

Damage 4d(0,5) pi++ *Linked* 1d-1 [1d] cr exp, Range 100/1200, Rof, Acc and Rcl as slug, CPS: 1

### *HEAT*

Damage 1d(10) cr exp *Linked* 1d-1 cr exp , Range 100/1200, Rof, Acc and Rcl as slug, CPS: 2

### *Multi-flechette*

Damage 1d+1 pi-, Range 100/1200, Rof nx20, CPS: 2

## Rifles

### *Agripinaa pattern Autogun*



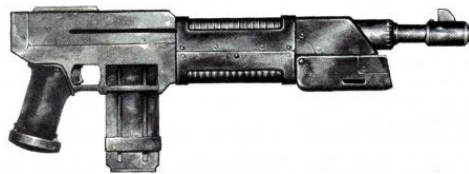
*Autogun is the general name for any rapid-firing automatic rifle.*

Ammo: Rifle round 1 (CPS (normal): 0,05; CPS (HP): 0,05; CPS (AP): 0,075)

#### **Gun (Rifle)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Agripinaa pattern Autogun	6d pi	4	700/4000	10/1,8	10	30+1(3)	10	-5	2	600	
Agripinaa pattern Autogun (HP)	6d (0,5) pi+	4	700/4000	10/1,8	10	30+1(3)	10	-5	2	600	
Agripinaa pattern Autogun (AP)	4d+1 (2) pi-	4	700/4000	10/1,8	10	30+1(3)	10	-5	2	600	

### *Hax-Orthlack Creed-9 pattern Auto carabine*



*Carabine version of autogun.*

Ammo: Rifle round 1 (CPS (normal): 0,05; CPS (HP): 0,05; CPS (AP): 0,075)

#### **Gun (Rifle)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Hax-Orthlack Cred-9 pattern Stub carabine	6d pi	3	500/3100	8/1,8	10	30+1(3)	10	-4	2	600	
Hax-Orthlack Cred-9 Stub carabine (HP)	6d (0,5) pi+	3	500/3100	8/1,8	10	30+1(3)	10	-4	2	600	
Hax-Orthlack Cred-9 Stub carabine (AP)	4d+1 (2) pi-	3	500/3100	8/1,8	10	30+1(3)	10	-4	2	600	

### *M40 Armageddon pattern autogun*



*Produced on Armageddon Hive World, this pattern is loud, lethal and uncomplicated. Considered a heavy-hitter for an autogun, it fires large calibre solid slugs and can stand a phenomenal amount of abuse and still keep firing.*

Ammo: Rifle round 2 (CPS (normal): 0,06; CPS (HP): 0,06; CPS (AP): 0,09)

#### **Gun (Rifle)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
M40 Armageddon pattern Autogun	8d+1 pi	4	1400/6000	12/0,6	8	12+1(3)	10	-5	4	600	1
M40 Armageddon pattern Autogun (AP)	6d-1 (2) pi-	4	1400/6000	12/0,6	8	12+1(3)	10	-5	4	600	1
M40 Armageddon pattern Autogun (HP)	8d+1 (0,5) pi+	4	1400/6000	12/0,6	8	12+1(3)	10	-5	4	600	1

Notes:

1 – Malfunction 18+

### Zosma pattern Autogun



*Autogun is the general name for any rapid-firing automatic rifle.*

Ammo: Rifle round 3 (CPS (normal): 0,05; CPS (HP): 0,05; CPS (AP): 0,075)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Zosma pattern Autogun	5d pi	3	500/3500	10/3,5	16!	75(7)	10	-5	2	600	1
Zosma pattern Autogun (HP)	5d (0,5) pi+	3	200/3500	10/3,5	16!	75(7)	10	-5	2	600	1
Zosma pattern Autogun (AP)	3d+2 (2) pi-	3	200/3500	10/3,5	16!	75(7)	10	-5	2	600	1

Notes:

1 – Malfunction 16+

### Stub rifle



*A semi-automatic rifle.*

Ammo: Rifle round 2 (CPS (normal): 0,06; CPS (HP): 0,06; CPS (AP): 0,09)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Stub rifle	8d+1 pi	5	1600/6600	8,8/0,3	3	5+1(3)	10	-6	4	550	
Stub rifle (AP)	6d-1 (2) pi-	5	1600/6600	8,8/0,3	3	5+1(3)	10	-6	4	550	
Stub rifle (HP)	8d+1 (0,5) pi+	5	1600/6600	8,8/0,3	3	5+1(3)	10	-6	4	550	

### Stubcarabine



*The stubcarabine, though small, has the stopping power of the heavy stubbers mounted on the vehicles of the Astra Militarum. When a squad of Sicarian Infiltrators opens fire with these weapons, the air fills with an avalanche of solid shot that chews their victims to shreds.*

Ammo: Trans-uranium cartridge 1 (CPS (normal): 0,35; CPS (HP): 0,35; CPS (AP): 0,525)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Mechanicus Stub carabine	6d (2) pi	3	500/3100	8/1,8	10	30+1(3)	10	-4	2	2100	1
Mechanicus Stub carabine (HP)	6d pi+	3	500/3100	8/1,8	10	30+1(3)	10	-4	2	2100	1
Mechanicus Stub carabine (AP)	4d+1 (4) pi-	3	500/3100	8/1,8	10	30+1(3)	10	-4	2	2100	1

Notes:

1 – Malfunction 18+

### Transuranic arquebus



*Transuranic Arquebusses are a type of weapon used by Adeptus Mechanicus Skitarii Rangers. Known for their range, precision, and efficiency, these weapons fire a shell of depleted transuranium. This allows it to puncture a tank from one side to the other, the resultant pressure wave also pulping any biological creatures inside.*

Ammo: Trans-uranium cartridge 2 (CPS: 3)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Transuranic arquebus	6dx2(5) pi+	5	2100/88002	40/0,8	1	3(3)	16B	-8	6	2100	1

Notes:

1 – Malfunction 18+

### Flintlock rifle



*A primitive rifle.*

Ammo: flintlock load 2 (CPR: 0,02)

#### Gun (Musket)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Flintlock rifle	4d pi+	3	700/2100	8,5/0,05	1	1(15)	10	-6	3	75	

### Bolt action stub rifle



*A bolt action rifle*

Ammo: Rifle round 2 (CPS (normal): 0,06; CPS (HP): 0,06; CPS (AP): 0,09)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Stub rifle	8d+1 pi	5	1600/6600	8,8/0,3	1	5+1(4)	10	-6	4	250	
Stub rifle (AP)	6d-1 (2) pi-	5	1600/6600	8,8/0,3	1	5+1(4)	10	-6	4	250	
Stub rifle (HP)	8d+1 (0,5) pi+	5	1600/6600	8,8/0,3	1	5+1(4)	10	-6	4	250	

### Single loading stub rifle



A Single loading rifle

Ammo: Rifle round 2 (CPS (normal): 0,06; CPS (HP): 0,06; CPS (AP): 0,09)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Stub rifle	8d+1 pi	5	1600/6600	8,5/0,05	1	1(4)	10	-6	4	100	
Stub rifle (AP)	6d-1 (2) pi-	5	1600/6600	8,5/0,05	1	1(4)	10	-6	4	100	
Stub rifle (HP)	8d+1 (0,5) pi+	5	1600/6600	8,5/0,05	1	1(4)	10	-6	4	100	

### Galvanic rifle



Galvanic Rifles are a type of weapon used by Adeptus Mechanicus Skitarii. The favored weapon of Skitarii Rangers, it is modeled after the flintlock guns of Mars' past. The current model of the weapon, known as the Mk IV Arkhan, are exquisitely hand-crafted but no less deadly. These weapons fire specialized bullets over long distances that cause all potential energy of the target to burn out in a killing blast of electric force

Ammo: Galvanic round (CPR: 5)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Galvanic rifle <i>Linked</i>	3dx5 Pi -3d3 FP	5	750/3000	8,5/2	1	32(3)	10	-6	2	2000	1

Notes:

1 – Malfunction 18+

### Galvanic Carabine

A carabine version of Galvanic rifle

Ammo: Galvanic round (CPR: 5)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Galvanic rifle <i>Linked</i>	3dx5 Pi -3d3 FP	4	375/1500	7/2	1	32(3)	10	-4	2	1900	1

Notes:

1 – Malfunction 18+



### Galvanic-caster



The Galvanic-caster is a type of Galvanic Weapon used by the Adeptus Mechanicus. Wielded by Secutarii Peltasts, this electro-galvanically driven projectile weapon is akin to a Combi-weapon. With its main weapon mechanism, it is able to fire rapid bursts of low velocity razor-edged flechettes, or with its secondary discharger, attack concealed targets with retina-burning ignis charges. Some of these weapons are upgraded with a high-intensity capacitor which compresses the galvanic charge to fire an armor-piercing inert slug-shot at supersonic velocity. This complex but flexible weapon allows the Peltasts to engage a wide variety of enemy targets.

Ammo: Galvanic flachette (CPS: 0,1); Ignis blaze (CPS: 15); Hammershot (CPS:40)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Galvanic-caster (Flachette)	6d cut	4	500/1500	10/2	15!	100(3)	10	-4	1	2500	1
Galvanic-caster (Ignis blaze)	5d burn ex	2	750	10/0,5	1	1(3)	10	-4	1	2500	1;2
Galvanic-caster (hammershot)	3dx5 (3) Pi++	5	700/2000	10/0,1	1	1(3)	10	-4	1	2500	1

Notes:

1 – Malfunction 18+; the weapon consists of three different weapons you have to choose which one you will use.

2 – Use skill Gun (Grenade launcher); anyone hit by the explosion must roll for sight at HT-3

### Anti-material rifle



Rifle designed to shoot through cover, armour and lightly armoured vehicles.

Ammo: Rifle round 4 (CPR (normal): 5; CPR (HP): 5; CPR (AP): 7,5)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Anti-material rifle	6dx2 (2) pi++	5	2100/8000	45/0,4	1	1(4)	13B	-9	3	3500	
Anti-material rifle (HP)	6dx2 pi++	5	2100/8000	45/0,4	1	1(4)	13B	-9	3	3500	
Anti-material rifle (AP)	8d+1 (4) pi+	5	2100/8000	45/0,4	1	1(4)	13B	-9	3	3500	

### Hellshot

A large calibre anti-materiel sniper rifle with a bipod that uses the same ammunition as the autocannon meant for knocking out enemy equipment, suppressing light vehicles, and eliminating enemy combatants in a single hit.

Ammo: Autocannon rounds (CPS (normal): 10, CPS (AP): 15, CPS (explosive): 20, CPS (HE): 20, CPS (incendiary): 15)

#### Gun/Gunner (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Autocannon	8dx3 (2) Pi++	5	1150/7150	50/8,75	1	5(3)	18B	-8	4	8000	
Autocannon (AP)	(5d+1)x3 (4) Pi+	5	1150/7150	50/8,75	1	5(3)	18B	-8	4	8000	
Autocannon (explosive) Linked	(5d+1)x3 (2) Pi++ 2d cr, ex	5	1150/7150	50/8,75	1	5(3)	18BB	-8	4	8000	
Autocannon (HE)	3dx3 cr, ex	5	7150	50/8,75	1	5(3)	18B	-8	4	8000	
Autocannon (Incendiary)	8dx3 (2) Pi++ burn	5	1150/7150	50/8,75	1	5(3)	18B	-8	4	8000	

## Machine guns

### Rotor cannon



Rotor Cannons were weapons used by the Imperial Army and Space Marine Legions during the Great Crusade and Horus Heresy. These weapons were multi-barrelled Stubbers, using electric motors to maintain an extremely high rate of fire from their spinning barrel. Their medium calibre-slugs lacked the power of Bolter shells, but nonetheless the sheer volume of them proved effective against unarmoured hordes of foes and fleshy Xenos. Eventually, the more famous Space Marine Assault Cannon was developed from the Rotor Cannon.

Ammo: Rifle round 2 (CPS (normal): 0,06; CPS (HP): 0,06; CPS (AP): 0,09)

#### Gun/Gunner (Machine gun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Rotor cannon	8d+1 pi	5	1600/6600	70/225	66!	4500(5)	20M	-8	2	7000	
Rotor cannon (AP)	6d-1 (2) pi-	5	1600/6600	70/225	66!	4500(5)	20M	-8	2	7000	
Rotor cannon (HP)	8d+1 (0,5) pi+	5	1600/6600	70/225	66!	4500(5)	20M	-8	2	7000	

### Punisher gatling cannon



A Punisher Gatling Cannon is a rapid-fire weapon used as the primary armament of the Leman Russ Punisher tank and one of the Vulture Gunship's variants.

A recent edition to the Imperial Guard armoury, the Punisher Gatling Cannon unleashes a torrent of anti-infantry firepower and is among the fastest-firing weapons in the Imperial arsenal.

Ammo: Punisher round 1 (CPS: 1,5)

#### Gunner (Machine gun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Punisher gattling cannon	12d pi	4	700/3300		100!	10000(4)			1		15000

### Taurox Punisher gatling cannon



A smaller variation of punisher gatling cannon.

Ammo: Punisher round 2 (CPS: 1)

#### Gunner (Machine gun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Taurox gattling cannon	9d pi	4	700/3300		200!	10000(4)			1		12500

### Assault cannon



*The assault cannon is a heavy, automatic anti-personnel weapon commonly used by Terminator armoured Space Marines.*

Ammo: Assault cannon round round (CPS (normal): 0,1; CPS (AP): 0,15)

#### Gun/Gunner (Machine gun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Rotor cannon	8d+1 (2) pi++	5	1600/6600	80/75	66!	500(5)	25	-8	4	7000	1
Rotor cannon (AP)	6d-1 (4) pi+	5	1600/6600	80/75	66!	500(5)	25	-8	4	7000	1

Notes:

1 – Malfunction 16+

### Special ammo

These types of ammo may be used for Stub rounds; Stub magnum; Rifle rounds

#### Man-stopper round

*These densely tipped bullets are designed to punch through armour*

Use stats of normal round, but add armour divisor 2. CPS\*3

#### Bleeder round

*This ammunition is treated with toxins to prevent coagulation and keep wounds bleeding freely. These shells are designed to burst on penetration and spread the anti-coagulants quickly.*

Use either HP or normal round profile. Wounds caused by these rounds gives -3 to HT when rolling for bleeding. CPS\*2

#### Amputator round

*Filled with explosive micro-shrapnel, these bullets are designed to shear flesh and shatter bone, causing limbs to be blown away.*

Use AP profile, increase Pi value (Pi- to PI, Pi to Pi+ and pi+ to pi++). If the round hits limbs or extremity you need just 1,5 times the damage for crippling in order to dismemberment, not 2 times. CPS\*3

## Cannons

### Autocannon



Autocannons are similar in concept to twentieth century tank guns. They are rapid-firing weapons able to use a wide variety of ammunition, from mass-reactive explosive to solid shells.

Ammo: Autocannon rounds (CPS (normal): 10, CPS (AP): 15, CPS (explosive): 20, CPS (HE): 20, CPS (incendiary): 15)

#### Gun/Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Autocannon	8dx3 (2) Pi++	4	1800/7600	84/35	4	20(3)	28M	-10	4	10200	
Autocannon (AP)	(5d+1)x3 (4) Pi+	4	1800/7600	84/35	4	20(3)	28M	-10	4	10200	
Autocannon (explosive) <i>Linked</i>	(5d+1)x3 (2) Pi++ 2d cr, ex	4	1800/7600	84/35	4	20(3)	28M	-10	4	10200	
Autocannon (HE)	3dx3 cr, ex	4	7600	84/35	4	20(3)	28M	-10	4	10200	
Autocannon (Incendiary)	8dx3 (2) Pi++ burn	4	1800/7600	84/35	4	20(3)	28M	-10	4	10200	

### Battle cannon



The Battle cannon is a larger and heavier version of the autocannon, its size restricting its use to vehicles only.

Ammo: Battle cannon round (CPS (HE): 400; CPS (AP): 600; CPS(smoke):1200; CPS (Infernus): 800; CPS (hunter):8000)

#### Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Battle cannon (HE)	7dx4(7) [6d] cr exp	4	2500		1	1(4i)			10	50000	
Battle cannon (AP) <i>Linked</i>	10dx3(10) Pi++ 4dx2 cr exp	4	1000/2500		1	1(4i)			10	50000	
Battle cannon (Smoke)	7dx4(0,5) cr	4	1000/2500		1	1(4i)			10	50000	1
Battle cannon (Infernus)	7dx4(7) [6d(0,5)] burn exp	4	2500		1	1(4i)			10	50000	2

#### Artillery (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Battle cannon (Hunter) <i>Linked</i>	10dx3(10) Pi++ 4dx2 cr exp	4	1000/2500		1	1(4i)			10	50000	3

Notes:

- 1 – Smoke in 42 yd. for 1 minute
- 2 – Smoke in 42 yd. for 20 second
- 3 - Guided (B413); Target is hit into the top armor

### Vanquisher battle cannon



The Vanquisher Cannon is a more complex variant of the Battle cannon mounted on the Leman Russ Vanquisher. Vanquisher cannons have superior accuracy, range and first-hit kill ratios compared to other cannons and are designed to fire specialised anti-tank rounds. Such is the power of the cannon and its ammunition they can even penetrate the thick armour found on Titans, such as puncturing the neck of a Reaver Battle Titan.

Ammo: Vanquisher cannon round (CPS: 900)

#### Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Vanquisher battle cannon	7dx6(10) Pi++	5	3000/5000		1	1(4i)			10	70000	

### Demolisher cannon



The Demolisher Cannon is a short-range, large-bore direct fire cannon mounted on various Imperial vehicles, but most commonly on the Baneblade, Leman Russ Demolisher and Vindicator. Primarily designed with siege, urban, and bunker-busting warfare in mind, the cannon has also been known to be of great use against enemy vehicles and infantry, destroying both with equal ease.

Ammo: Demolisher cannon round (CPS: 200)

#### Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Demolisher cannon	7dx6(7) (8d) cr exp	4	600		1	1(4i)			10	40000	

### Taurox battle cannon



Smaller version of battle cannon.

Ammo: Taurox battle cannon round (CPS (HE): 200; CPS (AP): 300)

#### Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Taurox Battle cannon (HE)	7dx3(4) [6d] cr exp	4	3300		1	1(4i)			10	20000	
Taurox Battle cannon (AP) <i>Linked</i>	7dx4(7) Pi++ 4d cr exp	4	700/3300		1	1(4i)			10	20000	

### Short-barrelled battle cannon

Short version of battle cannon.

Ammo: Battle cannon round (CPS (HE): 400; CPS (AP): 600)

#### Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Battle cannon (HE)	7dx4(7) [6d] cr exp	3	2000		1	1(4i)			10	45000	
Battle cannon (AP) <i>Linked</i>	9dx3(10) Pi++ 4dx2 cr exp	3	800/2000		1	1(4i)			10	45000	

### Baneblade cannon



This ten metre-long cannon fires rocket-assisted shells able to hit targets many kilometers away. Each shell is a metre in length and contains a small amount of solid propellant, shaped in such a way as to control its time and rate of burn, thereby controlling the rocket's thrust and duration, while rear-mounted fins stabilise its flight. Though increasing the shell's range and accuracy tremendously, this also leads to the danger of a build-up of gasses in the barrel, which can cause serious harm. To combat this the Baneblade Cannon is built with a double-sleeve design with venting ports studded around the cannon's muzzle, allowing these gasses to escape under their own pressure. When fired the shell leaves the barrel under its own blast pressure with speed maintained whilst the rocket burns, with each booster burning out and falling away as the next one ignites. Once it does hit, a Baneblade shell can punch a hole through armor large enough for a man to walk through.

Ammo: Baneblade cannon round (CPS: 5000)

#### Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Baneblade cannon	7dx6(10) [8d] cr exp	6	5000		1	1(8i)			15	1000000	

### Quake cannon



The Quake Cannon is used to engage targets at extreme range, able to hit targets from up to 24 kilometers away with acceptable accuracy. Each Quake Cannon shot contains a fragment of a planet that has been subjected to Exterminatus, drawing the contained earth-shattering power out and containing the blastwave within a Quake Shell. One shot from a Quake Cannon can punch through meters-thick citadel gates and level an entire building.

Ammo: Quake cannon round (CPS: 1000000)

#### Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Vanquisher battle cannon <i>Linked</i>	10dx9(13) Pi++ 8dx2 cr exp	8	28000		1	1(4i)			20	1000000	

### Hypervelocity gun



Cheaper and more primitive version of battlecannon.

Ammo: Hypervelocity round (CPS (HE): 200; CPS (AP): 300; CPS (Smoke): 600; CPS (Infernus): 400)

#### Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Battle cannon (HE)	7dx3(4) [4d] cr exp	4	2500		1	1(6)			10	20000	
Battle cannon (AP) <i>Linked</i>	7dx3(6) Pi++ 2dx2 cr exp	4	1000/2500		1	1(6)			10	20000	
Battle cannon (Smoke)	7dx3(0,5) cr	4	2500		1	1(6)			10	20000	1
Battle cannon (Infernus)	7dx3(4) [4d(0,5)] Burn exp	4	2500		1	1(6)			10	20000	2

Notes:

1 – Smoke in 42 yd. for 1 minute

2 – Smoke in 21 yd. for 20 second

### Ragnarok Battle cannon



A version of battle cannon that is used by Ragnarok tanks.

Ammo: Battle cannon round (CPS (HE): 400; CPS (AP): 600; CPS(smoke):1200; CPS (Infernus): 800)

#### Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Ragnarok Battle cannon (HE)	7dx4(7) [6d] cr exp	3	1250		1	1(4i)			10	20000	
Ragnarok Battle cannon (AP) <i>Linked</i>	10dx3(10) Pi++ 4dx2 cr exp	3	500/1250		1	1(4i)			10	20000	
Ragnarok Battle cannon (Smoke)	7dx4(0,5) cr	3	1250		1	1(4i)			10	20000	1
Ragnarok Battle cannon (Infernus)	7dx4(7) [6d(0,5)] burn exp	3	1250		1	1(4i)			10	20000	2

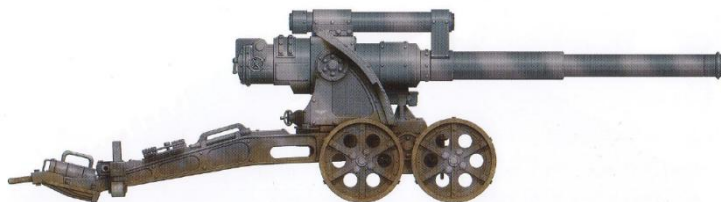
Notes:

1 – Smoke in 42 yd. for 1 minute

2 – Smoke in 42 yd. for 20 second



## Earthshaker cannon



The Earthshaker Cannon is the standard artillery piece of the Imperial Guard. This 132mm calibre weapon has a muzzle velocity of 814 meters per second and fires a 38 kg projectile, hitting targets over 15 km away in under 19 seconds, using the standard five powder charge.

Six and seven powder charges can be used to hit targets well beyond this range, however the additional wear and stress this causes on the barrel limits the number of overcharged rounds to twenty, with authorization for their use required. Only Earthshakers on static mounts can fire these charges, as vehicle mounts are considered too unstable for their use. The most common type of shell fired by Earthshakers are high explosive, but it can also launch incendiary, smoke, illumination, and even diamantine-tipped armour piercing shells. Shells fired by Earthshakers have been known to cause craters fifteen meters in diameter and obliterate infantry in an instant

The Earthshaker is most often mounted on the Basilisk self-propelled artillery tank, though it also appears in static artillery positions as well as built into fortifications.

Ammo: Earthshaker round (CPS (HE): 450; CPS (Longrange HE): 500; CPS (Incendary): 900; CPS (Longrange Incendary): 950; CPS (Smoke): 1350; CPS (Longrange Smoke): 1400; CPS (AP): 675; CPS (Longrange AP): 725; CPS (Gas): 2700; CPS (Longrange Gas): 2750)

### Artillery (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Earthshaker (HE)	7dx4(7) [6d] cr exp	6	16000		1	1(6)			10	75000	
Earthshaker (Longrange HE)	7dx4(7) [6d] cr exp	6	32000		1	1(6)			10	75000	1
Earthshaker (Incendary)	7dx4(7) [6d(0,5)] burn exp	6	16000		1	1(6)			10	75000	2
Earthshaker (Longrange incendary)	7dx4(7) [6d(0,5)] burn exp	6	32000		1	1(6)			10	75000	1;2
Earthshaker (Smoke)	7dx4(0,5) cr	6	8000/16000		1	1(6)			10	75000	2
Earthshaker (Longrange Smoke)	7dx4(0,5) cr	6	16000/32000		1	1(6)			10	75000	1;3
Earthshaker (AP) <i>Linked</i>	10dx3(10) Pi++ 4dx2 cr exp	6	8000/16000		1	1(6)			10	75000	
Earthshaker (longrange AP) <i>Linked</i>	10dx3(10) Pi++ 4dx2 cr exp	6	16000/32000		1	1(6)			10	75000	1
Earthshaker (Illumination)	750m, 1 minute	6	16000		1	1(6)			10	75000	
Earthshaker (Longrange Illumination)	750m, 1 minute	6	32000		1	1(6)			10	75000	1
Earthshaker (Gas)	250m, 5 minute	6	16000		1	1(6)			10	75000	4
Earthshaker (Longrange Gas)	250m, 5 minute	6	32000		1	1(6)			10	75000	1;4

Notes:

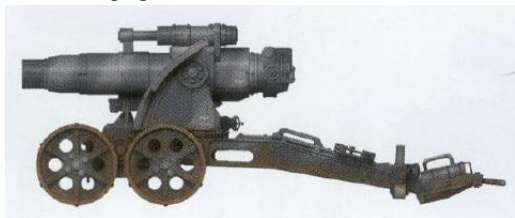
1 – Malfunction 16+

2 – Smoke in 42 yd. for 20 second

3 - Smoke in 42 yd. for 1 minute

4 - If the target does not have gas mask it suffers 1dx2 tox damage per second. It also must roll HT-5 otherwise it is paralysed for 10 minutes. If the target has mask, but has skin exposed, it suffers 1d of damage per second and must roll for paralysis at HT-2. If the target has a gas mask and no skin exposure, the shot has no effect.

### Medusa siege gun



*The Medusa Siege Gun is an aging siege weapon used by the Imperial Guard both as a towed artillery piece and mounted on the Medusa Siege Tank. Compared to the Earthshaker Cannon the Medusa fires a much larger shell at lower velocities. This gives it immense destructive capabilities, useful in breaching the walls of an enemy fortress or destroying bunkers in a single shot, but it consequently has a much shorter firing range, even compared to other siege weapons like the Bombard. For this reason they are less useful for harassing and counter-battery fire, but are still prized by many siege regiments for their ability to blast enemy walls, installations, bunkers and trenches.*

Ammo: Medusa round (CPS: 300)

#### **Gunner (Cannon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Medusa siege gun	7dx6(7) (8d) cr exp	5	1000		1	1(4i)			10	45000	

## Phosphor weapons

Phosphor Weapons are a type of weapon used by the Adeptus Mechanicus. Though the technology to produce these weapons has been lost to the Imperium, surviving weapons are still utilized by the Skitarii. They are used to mark out high priority targets on the battlefield, and if struck by the burning spheres fired by these weapons the victim will find himself under fire from subsequent light-guided volleys.

### Phosphor pistols

#### Phosphor serpenta



A pistol styled into ancient terran flintlocks.

Ammo: Phosphor Canister 1 (CPS: 1)

#### Gun (Phosphor pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Phosphor serpenta	5d(3) burn	4	450/1000	6/1	1	6(3)	10	-3	2	30000	1

Notes:

1 – Hit target must roll HT for sight.

#### Phosphor blaster



This type of phosphor pistol sacrifices range for larger magazine size.

Ammo: Phosphor canister 2 (CPS: 1)

#### Gun (Phosphor pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Phosphor blaster	5d(3) burn	2	250/500	5/4	1	24(3)	10	-2	2	24000	1

Notes:

1 – Hit target must roll HT for sight

#### Phosphor pistol



Cheaper version of phosphor weapon

Ammo: Phosphor Canister 4 (CPS: 0,8)

#### Gun (Phosphor pistol)

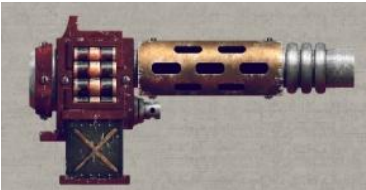
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Phosphor pistol	4d(3) burn	4	250/500	4/1	2	6(3)	9	-2	2	20000	1

Notes:

1 – Hit target must roll HT for sight

Heavy phosphor weapons

Heavy phosphor blaster



Automatic phosphor weapon used by Adeptus mechanicus.

Ammo: Phosphor canister 3 (CPS: 15)

Gun/Gunner (Automatic heavy Phosphor weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Phosphor blaster	7d(3) burn	3	650/3700	84/10	8!	60(5)	21b	-6	3	42000	1

Notes:

1 – Hit target must roll HT for sight

## Phosphor Rifles

### *Phosphor blast carbine*



*A carbine version of phosphor blaster.*

Ammo: Phosphor canister 2 (CPS: 1)

#### **Gun (Phosphor rifle)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Phosphor blast carbine	5d(3) burn	4	500/1750	18/4	10!	24(3)	15	-5	2	24000	1

Notes:

1 – Hit target must roll HT for sight

## Rocket weapons

### Infantry weapons

#### Rocket launcher



The standard Locke-pattern Imperial missile launcher has a built in targeting device and is fired from the shoulder. It is a single round weapon and cannot be fired on the move. Standard Imperial Guard doctrine is for one man to carry aim and fire the missile launcher, whilst a second man carries the ammunition and re-loads the weapons. A well-drilled fire team can maintain a formidable rate of fire, enough to daunt the bravest of tank commanders. Amongst the Imperial Guard, missile launchers are crew-served weapons, while Space Marines are strong enough to use and reload missile launchers alone.

Ammo: Rocket 1 (CPS (frag): 70, CPS (krak): 200, CPS (flak): 350)

#### Gun/Gunner (LAW)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Rocket launcher (KRAK) <i>Linked</i>	8dx2(6) cr exp 6dx2 cr ex	2	1500	16,5/3,4	1	1(4)	8	-7	1	7200	1
Rocket launcher (FRAG)	5dx4 [6d] cr ex	2	1500	16,5/3,4	1	1(4)	8	-7	1	7200	1

#### Artillery (LAW)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Rocket launcher (FLAK) <i>Linked</i>	6dx2(6) cr exp 5dx2 cr ex	2	150/1500	16,5/3,4	1	1(4)	8	-7	1	7200	1;2

Notes:

1 - Backblast 3d burn

2 – Guided (B413)

### Proteus pattern Rocket launcher



*A heavy ancient design dating back to the Great Crusade and Horus Heresy, it was capable of firing multiple missiles in quick succession and was used exclusively by the Legiones Astartes. Today, it still sees sparse service in some Space Marine Chapter's.*

Ammo: Rocket 1 (CPS (frag): 70, CPS (krak): 200, CPS (flak): 350)

#### Gun/Gunner (LAW)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Rocket launcher (KRAK) <i>Linked</i>	8dx2(6) cr exp 6dx2 cr ex	3	1500	30/13,6	1	4(4)	14	-6	1	20000	1
Rocket launcher (FRAG)	5dx4 [6d] cr ex	3	1500	30/13,6	1	4(4)	14	-6	1	20000	1

#### Artillery (LAW)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Rocket launcher (FLAK) <i>Linked</i>	6dx2(6) cr exp 5dx2 cr ex	3	150/1500	30/13,6	1	4(4)	14	-6	1	20000	1;2

Notes:

1 - Backblast 3d burn; malfunction 18+

2 – Guided (B413)

## Vehicle weapons

### Hunter killer missile



The Hunter-Killer Missile is used by the Imperial Guard, Space Marines, Daemonhunters and Witch Hunters as a common upgrade for vehicles. They are effectively Krak Missiles with massively extended range, although only one can be mounted on a vehicle due to their vast size. They are also unique in that they are guided weapons with an on-board artificial intelligence, known as a "logis-engine." Sensors in the missile's nose transmit information on the target and surrounding environment to the logis-engine, which guides the missile in flight by manipulating its stabilising fins, allowing the missile to match the target's movements and avoid obstacles. The missile's warhead is an impact fused shaped charge, designed for maximum armour penetration. Other instruments include an internal gyroscope for stable flight and a small battery to power the sensor and logis-engine.

Ammo: Hunter killer missile (CPS: 10000)

#### Artillery (Rocket)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Hunter killer missile <i>Linked</i>	8dx2(6) cr exp 6dx2 cr ex	5	2500		1	1(60)			1		1

Notes:

1 - Guided (B413)

### Taurox rocket launcher



Battery of rocket for taurox.

Ammo: Rocket 2 (CPS (frag): 70, CPS (krak): 200)

#### Gunner/artillery (Rocket)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Taurox Rocket launcher (KRAK) <i>Linked</i>	8dx2(6) cr exp 6dx2 cr ex	2	1500		10	10(5i)			1	15000	
Taurox Rocket launcher (FRAG)	5dx4 [6d] cr ex	2	1500		10	10(5i)			1	15000	

### Multiple rocket pod



Rocket Pods, aka Multiple Rocket Pods, are weapons most commonly mounted on Imperial Aircraft such as the Vulture Gunship or Valkyrie. They work by firing large numbers of small fragmentation rockets, covering a large area in lethal shrapnel. They are an anti-infantry weapon and are particularly effective against high density concentrations of poorly-armoured opponents.

Ammo: Rocket 3 (CPS: 70)

#### Gunner (Rocket)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Multiple rocket pod	5dx4 [6d] cr ex	2	1500		8	15(5i)			1	15000	



*Missile launcher pod*



*A battery of missiles.*

Ammo: Rocket 1 (CPS (frag): 70, CPS (krak): 200)

**Gunner/artillery (Rocket)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Rocket launcher (KRAK) <i>Linked</i>	8dx2(6) cr exp 6dx2 cr ex	2	1500	70/13,6	4	4(4i)	8		1	15000	
Rocket launcher (FRAG)	5dx4 [6d] cr ex	2	1500	70/13,6	7	4(4i)	8		1	15000	

## Flamethrowers

### Flamer



Flamers unleash a liquid incendiary chemical, usually promethium, that bursts into flame as it leaves the weapon. They are valued for their ability to destroy many enemies at once, regardless of any protective cover. Both flamers and the more compact hand flamers are considered assault weapons due to their relatively short range. Imperial and Chaos Space Marine flamers fire a mix of highly volatile liquid chemicals which are ignited by a pilot light at the weapon's muzzle. The flaming chemical sticks to its target and continues burning of its own accord - those who are not killed instantly die horribly as the super-hot chemical continues to burn.

Ammo: Prometheum mix 1 (CPS: 1,5)

#### Liquid Projector (Flamethrower)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Flamer	8d burm	-	35/55	40	Jet	12x2s	11	-8	-	1800	1

Notes:

1 – Requires a ready manoeuvre before can start firing. Hit area burns for 2d+1, an armour that is not sealed only provides DR/5.

### Astrates flamer



An astrates version of flamer.

Ammo: Prometheum mix 1 (CPS: 1,5)

#### Liquid Projector (Flamethrower)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Astrates Flamer	8d burm	-	35/55	40	Jet	12x2s	13	-4	-	1800	1

Notes:

1 – Requires a ready manoeuvre before can start firing. Hit area burns for 2d+1, an armour that is not sealed only provides DR/5.

### Heavy flammers



*It produces a larger flame capable of enveloping more targets. Few armies (except Space Marines, Sisters of Battle and Chaos Space Marines) carry it by hand, but it is sometimes fitted to vehicles. The Catachan Jungle Fighters carry it by hand due to the nature of their combat - fighting in jungles makes flame weapons an important asset. It is a standard special weapon of Space Marine Terminators.*

Ammo: Prometheum mix 2 (CPS: 3)

#### Liquid Projector (Flamethrower)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Heavy flamer	10d (2) burn	-	45/60	60	Jet	8x2s	12	-9	-	3000	1

Notes:

1 – Requires a ready manoeuvre before can start firing. Hit area burns for 2d+1(2), an armour that is not sealed only provides DR/5.

### Astrates heavy flammers



*Astrates version of heavy flamer.*

Ammo: Prometheum mix 2 (CPS: 3)

#### Liquid Projector (Flamethrower)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Heavy flamer	10d (2) burn	-	45/60	60	Jet	8x2s	16	-6	-	6000	1

Notes:

1 – Requires a ready manoeuvre before can start firing. Hit area burns for 2d+1(2), an armour that is not sealed only provides DR/5.

### Combi-flamer



*A flamer design to be attached to another weapon.*

Ammo: Prometheum mix 1 (CPS: 1,5)

#### Liquid Projector (Flamethrower)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Flamer	8d burn	-	35/55	8/4	Jet	2s(8)	11	-	-	18000	1

Notes:

1 – Requires a ready manoeuvre before can start firing. Hit area burns for 2d+1, an armour that is not sealed only provides DR/5. Must be attached to a gun.

### Hand flamer



Hand Flamers are a type of compact Imperial Flamer weapon. A called a "burner", the Hand Flamer is a more compact pistol version requiring only one hand. Along with using a lower-capacity fuel tank it has much reduced range, which makes it suited for assault and close-combat purposes, incinerating foes at short range.

Ammo: Prometheum mix 1 (CPS: 1,5)

#### Liquid Projector (Flamethrower)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Hand Flamer	8d burn	-	30/50	10/8	Jet	3x2s(4)	12	-3	-	1200	1

Notes:

1 – Requires a ready manoeuvre before can start firing. Hit area burns for 2d+1, an armour that is not sealed only provides DR/5.

### Incendine combustor



The Incendine Combustor is a type of Flame Weapon used by Adeptus Mechanicus Kastelan Robots. The incendine combustor hurls out great gouts of burning, thrice-blessed promethium. Laced with Magos-blessed unguents and ignited by a flame lit from the Perpetual Forge, each holy fire-thrower can turn a technoheretic into foul tallow in a matter of seconds.

Ammo: Prometheum mix 2 (CPS: 3)

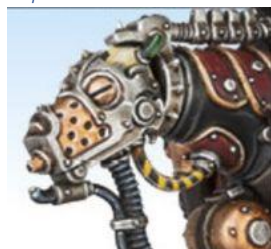
#### Liquid Projector (Flamethrower)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Heavy flamer	10d (2) burn	-	60/75	-	Jet	15x2s	-	-9	-	6000	1

Notes:

1 – Requires a ready manoeuvre before can start firing. Hit area burns for 2d+1(2), an armour that is not sealed only provides DR/5.

### Sulphur Breath



Sulphur Breath is a type of Flame Weapon mounted to the cybernetic mounts of Serberys Sulphurhounds.

Ammo: Prometheum mix 3 (CPS: 2)

#### Liquid Projector (Flamethrower)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Sulphur breath	8d (2) burn	-	30/50	-	Jet	15x2s(4)	-	-	-	20000	

## Arc weapons

*Arc Weapons are a type of weapon used by Adeptus Mechanicus Skitarii. Powered by permacapacitors shipped from Mars, these ancient weapons store energy from the days when the Imperium was young. They discharge with a loud crack, firing a bolt of blue-white electricity that can fry a man's brain or overload a warmachine's circuits in seconds.*

### Arc pistols

#### Arc pistol



*A pistol version of an arc weapon.*

Ammo: Arc coil 1 (CPS: 0,1)

#### Gun (Arc pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Arc pistol	3dx4(2) sur	2	300/900	3/2	3	10(3)	8	-2	1	3600	

## Arc rifles

### Arc rifle



*A rifle version of arc weapon.*

Ammo: Arc coil 2 (CPS: 0,2)

### Gun (Arc rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Arc rifle	4dx4(2) sur	5	700/3300	5.6/4	3	30(3)	10	-4	1	4200	

## Crossbows

### *Scalie crossbow*

*A weapon used mainly by Scalies in underhives. Sometimes used by gangs as sentry gun.*

Ammo: Crossbow bolts 1 (CPS (bolt): 1, CPS (frag): 21, CPS (krak): 301)

### **Crossbow**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Scalie Crossbow (bolt)	1d+7 imp	4	450/540	20/1	1	1(4)	18	-4	1	60	
Scalie Crossbow (Frag) <i>Linked</i>	1d+7 cr 8d [3d] cr exp	3	400/500	20/2,5	1	1(4)	18	-4	1	60	
Scalie Crossbow (Krak) <i>Linked</i>	7d (5) 4d cr exp	3	400/500	20/2,5	1	1(4)	18	-4	1	60	

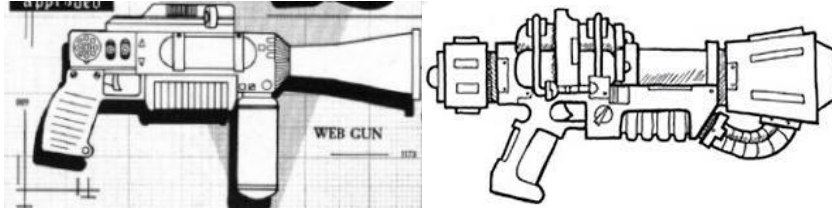
## Webbers

The Webber, or web gun, is a weapon designed to restrict the movement of whatever its shot comes into contact with.

It fires a chemical which expands into fibrous strands which entangle and immobilise anyone under it. The fibres then shrink as the victim struggles until they are crushed. Some webs contain anaesthetic meaning the prey will not struggle, making it better for hunting. Webbing can be dissolved with a special web spray.

### Webber weapons

#### Webber



Basic webber, often employed by security forces or bounty hunters.

Ammo: Webber mix (CPS: 5)

#### Liquid projector (Webber)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Webber	-	-	35	8/3	Jet	10(6)	10	-4	-	10800	1

Notes:

1 – Hit target must roll 3d plus the amount of hit (up to five) if the roll is higher than ST it cannot do anything next turn. The target can attempt to free itself again next turn by rolling ST minus the amount of hits (up to 5). If the target fails the roll three times it must pass HT roll otherwise it will fall unconscious. This HT roll must be then repeated every time the target tries to escape.

#### Webber pistol



A pistol version of the webber.

Ammo: Webber mix (CPS: 5)

#### Liquid projector (Webber)

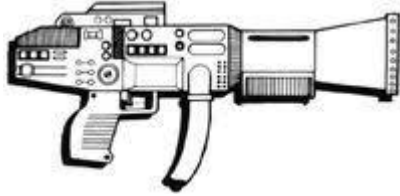
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Webber pistol	-	-	20	5/3	Jet	10(8)	8	-2	-	7200	1

Notes:

1 – Hit target must roll 3d plus the amount of hit (up to five) if the roll is higher than ST it cannot do anything next turn. The target can attempt to free itself again next turn by rolling ST minus the amount of hits (up to 5). If the target fails the roll three times it must pass HT roll otherwise it will fall unconscious. This HT roll must be then repeated every time the target tries to escape.



### Heavy webber



*This type of webber is fed by back pack.*

Ammo: Webber mix (CPS: 5)

### Liquid projector (Webber)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Heavy webber	-	-	50	12/20	Jet	50	11	-7	-	12000	1

Notes:

1 – 1 – Hit target must roll 3d plus the amount of hit (up to five) if the roll is higher than ST it cannot do anything next turn. The target can attempt to free itself again next turn by rolling ST minus the amount of hits (up to 5). If the target fails the roll three times it must pass HT roll otherwise it will fall unconscious. This HT roll must be then repeated every time the target tries to escape.

### Webber mix

#### Razor mix

Launches a web net mixed with razor-sharp strands that rips the victim apart as they try to free themselves.

Every time the target tries to free itself, it suffers 1d-1 cut of damage. DR is only applied if the armour is enclosed. Shots is decrease by 10%. Malfunction -1, CPS: 5,5

#### Anaesthetic mix

*Design to neutralised the victim as fast as possible.*

Every 2s in Webber mix, the target must roll HT to stay conscious. If the victim does not breath it does not need to roll HT check. CPS: 10

## Mortars

*The Mortar is a simple, muzzle-loaded projectile weapon used by the Imperial Guard, popular for its simplicity of construction and maintenance compared to more sophisticated weapons.*

### Cadian pattern Mortar



*It fires an explosive shell on a high-arching trajectory capable of flying over the heads of nearby troops and crashing down on the rear ranks of the enemy. Its primary use is in the anti-personnel role, breaking up enemy infantry formations and pinning them down.*

Ammo: Mortar shell 1 (CPS (light shell): 20, CPS (medium shell): 25, CPS (heavy shell): 30, CPS (Phosphor): 25, CPS (illumination): 100)

#### Artillery (Canon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Cadian pattern mortar (light shell)	6dx2 [4d] cr ex	2	3300	60/6,9	1	1(3)	21M	-	1	700	
Cadian pattern mortar (Medium shell)	6dx3 [4d] cr ex	2	3000	60/8,8	1	1(3)	21M	-	1	700	
Cadian pattern mortar (Heavy shell)	6dx4 [4d] cr ex	2	2600	60/10,6	1	1(3)	21M	-	1	700	
Cadian pattern mortar (Phosphor)	5d [1d(0,2)] burn ex	2	2600	60/10,6	1	1(3)	21M	-	1	700	1
Cadian pattern mortar (Illumination)	350m, 40s	2	3300	60/6,9	1	1(3)	21M	-	1	700	

Notes:

1 – Smoke in 23 yd. for 1 minute

### Armagedon pattern Mortar



*A small portable mortar.*

Ammo: Mortar shell 2 (CPS (normal): 15, CPS (phosphor): 18,75, CPS (illumination): 75)

#### Artillery (Canon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Armageon pattern Mortar	8d [2d+2] cr ex	2	770	10/1,7	1	1(2)	8	-	1	900	
Armageon pattern Mortar (Phospor)	3d [1d(0,2)] burn ex	2	770	10/1,7	1	1(2)	8	-	1	900	1
Armageon pattern Mortar (Illumination)	275m, 30s	2	770	10/1,7	1	1(2)	8	-	1	900	

Notes:

1 – Smoke in 12 yd. for 1 minute

### Lucius pattern heavy mortar



The Heavy Mortar is a larger support version of the standard Mortar used by the Imperial Guard. Its primary advantages are a wide range of ammunition types, a high rate of fire, and simplicity to construct and maintain.. However its massive size means the heavy mortar must either be towed into place by a Trojan or Centaur or mounted on a vehicle, most notably the Griffon Mortar Carrier.[

Ammo: Mortar shell 3 (CPS (normal): 50, CPS (phosphor): 62,5, CPS (illumination): 250, CPS (Gas): 300)

#### Artillery (Canon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lucius pattern heavy Mortar	6dx6 [5d] cr ex	3	6500	563/35,2	1	1(5)	32M	-	1	30000	
Lucius pattern heavy Mortar (Phosphor)	8d [1d(0,2)] burn ex	3	6500	563/35,2	1	1(5)	32M	-	1	30000	1
Lucius pattern heavy Mortar (Illumination)	500m, 45s	3	6500	563/35,2	1	1(5)	32M	-	1	30000	
Lucius pattern heavy Mortar (Gas)	150m, 5 min.	3	6500	563/35,2	1	1(5)	32M	-	1	30000	2

Notes:

1 – Smoke in 42 yd. for 1 minute

2 – If the target does not have gas mask it suffers 1dx2 tox damage per second. It also must roll HT-5 otherwise it is paralysed for 10 minutes. If the target has mask, but has skin exposed, it suffers 1d of damage per second and must roll for paralysis at HT-2. If the target has a gas mask and no skin exposure, the shot has no effect.

### Gorgon mortar



Twin mortar mounted on Gorgon transport

Ammo: Mortar shell 1 (CPS (light shell): 20, CPS (medium shell): 25, CPS (heavy shell): 30, CPS (Phosphor): 25, CPS (illumination): 100)

#### Artillery (Canon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Cadian pattern mortar (light shell)	6dx2 [4d] cr ex	2	3300	-/13,8	2	2(4i)	21M	-	1	1100	
Cadian pattern mortar (Medium shell)	6dx3 [4d] cr ex	2	3000	-/17,6	2	2(4i)	21M	-	1	1100	
Cadian pattern mortar (Heavy shell)	6dx4 [4d] cr ex	2	2600	60/11,2	2	2(4i)	21M	-	1	1100	
Cadian pattern mortar (Phosphor)	5d [1d(0,2)] burn ex	2	2600	60/11,2	2	2(4i)	21M	-	1	1100	1
Cadian pattern mortar (Illumination)	350m, 40s	2	3300	60/13,8	2	2(4i)	21M	-	1	1100	

Notes:

1 – Smoke in 23 yd. for 1 minute

### Lucius pattern Mortar



*Mortar used by Death korps of Krieg.*

Ammo: Mortar shell 4 (CPS (normal): 25, CPS (Phosphor): 35, CPS (illumination): 150, CPS (gas): 250)

#### Artillery (Canon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lucius pattern mortar	6dx3 [4d+3] cr ex	2	4000	251/15	1	1(3)	-	-	1	12000	1
Lucius pattern mortar (Phosphor)	6d [1d(0,2)] burn ex	2	3000	251/21	1	1(3)	-	-	1	12000	1;2
Lucius pattern mortar (Illumination)	400m, 45s	2	4000	251/15	1	1(3)	-	-	1	12000	1
Lucius pattern mortar (Gas)	50m, 45s	2	4000	251/15	1	1(3)	-	-	1	12000	1;3

Notes:

1 – The mortar has 2 wheels (12lb per wheel). The wheels can be removed (10s per wheel) and the weapon gain 1 ACC. Malfunction 18+

2 – Smoke in 30 yd. for 1 minute

3 – If the target does not have gas mask it suffers 1dx2 tox damage per second. It also must roll HT-5 otherwise it is paralysed for 10 minutes. If the target has mask, but has skin exposed, it suffers 1d of damage per second and must roll for paralysis at HT-2. If the target has a gas mask and no skin exposure, the shot has no effect.

### Lucius pattern Quad-Mortar



*Heavy Quad-Launchers, also known as Thudd Guns, are four-barreled light field artillery pieces originally produced by the Squats.*

Ammo: Mortar shell 1 (CPS (light shell): 20, CPS (medium shell): 25, CPS (heavy shell): 30, CPS (Phosphor): 25, CPS (illumination): 100)

#### Artillery (Canon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lucius pattern Quad-mortar (light shell)	6dx2 [4d] cr ex	3	4000	650/55,2	4	8(5i)	21M	-	1	60000	2
Lucius pattern Quad-mortar (Medium shell)	6dx3 [4d] cr ex	3	3630	650/70,4	4	8(5i)	21M	-	1	60000	2
Lucius pattern Quad-mortar (Heavy shell)	6dx4 [4d] cr ex	3	3150	650/84,8	4	8(5i)	21M	-	1	60000	2
Lucius pattern Quad-mortar (Phosphor)	5d [1d(0,2)] burn ex	3	3150	650/84,8	4	8(5i)	21M	-	1	6000	1;2
Lucius pattern Quad-mortar (Illumination)	350m, 40s	3	4000	650/55,2	4	8(5i)	21M	-	1	6000	2

Notes:

1 – Smoke in 23 yd. for 1 minute

2 – Each shot fires all loaded barrels.

### Mk.IX Accatran pattern Mortar



*Favoured by the Elysian Drop Troops, this automatic mortar is fed by a revolving five-round drum magazine capable of a high rate of fire. Carrying handles allow it to be moved by two Guardsmen, but once set up it can be activated through the use of a short-range remote control unit. The remote has a range of approximately 100 meters, and can trigger the mortar to fire rounds singly or fire all five in rapid succession. In this way the firer can act as their own spotter and concentrate tremendous firepower on a single spot.*

Ammo: Mortar shell 2 (CPS (normal): 15, CPS (phosphor): 18,75, CPS (illumination): 75)

#### Artillery (Canon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
MK.IX Accatran pattern mortar	8d [2d+2] cr ex	2	770	30/8,5	1	5(2i)	10	-	1	7200	2
MK.IX Accatran pattern mortar (Phospor)	3d [1d(0,2)] burn ex	2	770	30/8,5	1	5(2i)	10	-	1	7200	1
MK.IX Accatran pattern mortar (Illumination)	275m, 30s	2	770	30/8,5	1	5(2i)	10	-	1	7200	2

Notes:

1 – Smoke in 12 yd. for 1 minute

2 – If the mortar is set up and loaded, it can be fired by using remote control (max. range 100m). It can either be triggered to fire a single round or to fire its entire drum (a round per second).

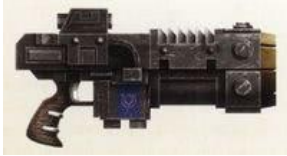
## Volkite weapons

*Volkite Weapon is a Mechanicum term for a type of ancient thermal ray weapon dating back to the Age of Strife.*

*Possessing a killing power surpassing most armaments of their size, Volkites were little-understood and difficult to replicate on even the most capable Mechanicus Forge Worlds. Volkite weapons could Deflagrate organic matter, explosively burning flesh into ash and jetting fire. A direct hit by a Volkite weapon could cause a target to simply combust, often taking nearby comrades with them*

### Volkite rifles

#### Volkite Charger



*The Volkite Charger is a type of Volkite Weapon that was used during the Great Crusade and Horus Heresy by the Legiones Astartes and Mechanicum.*

*Whilst not benefiting from the range or power of its larger cousins, the charger retains the volkite beam's deflagrating effects and allows its wielder a greater degree of movement.*

Ammo: Volkite battery 1 (CPS: 10)

#### Gun (Volkite rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Volkite Charger <i>Linked</i>	4dx3+3 (2) tight-beam 2d burn	7	225/1000	20/4	3	15(3)	12	-4	1	30000	

#### Volkite Caliver



*The Volkite Caliver was a type of Volkite Weapon used by the Legiones Astartes and Mechanicum during the Great Crusade and Horus Heresy.*

*A rifle Volkite variant with a devastating effect on flesh and bone, the volkite caliver was often employed by mobile Legion Tactical Support Squads, utilizing firepower superior to that of the more common bolter.*

Ammo: Volkite battery 2 (CPS: 15)

#### Gun (Volkite rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Volkite Caliver <i>Linked</i>	5dx3+3 (2) tight-beam 2d+2 burn	7	750/2000	25/6	3	12(3)	12	-4	1	38000	

Volkite pistols

Volkite Serpenta



*The Volkite Serpenta is the smallest type of Volkite Weapon. It is a pistol-like weapon wielded single-handed.*

Ammo: Volkite battery 1 (CPS: 10)

**Gun (Volkite pistol)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Volkite serpenta <i>Linked</i>	4dx3+3 (2) tight-beam 2d burn	7	150/650	15/4	1	15(3)	12	-4	1	33000	

## Volkite battery

### *Normal battery*

Volkite battery 1: Price: 190

Volkite battery 2: Price: 285

### *Big battery*

Volkite battery 1: 6lb, Price: 380, shots 30

Volkite battery 2: 9lb, Price: 530, shots 30

### *Back packs battery*

Volkite battery 1: 35lb, Price: 2000, shots 200, bulk-3

Volkite battery 2: 35lb, Price: 2500, shots 150, bulk-3



## Weapon accessories

Optics - -2 from penalty from darkness. Can chose up to 3 zoom levels. If one zoom level is above 4x, -1 bulk. 1lb price: 250 per +1 Acc.

Collimator - +1 to skill under 300 yd. – 3 from penalty from darkness. 0,25lb, price: 550.

Laser - +1 to skill under 750 yd. If the target notices the laser dot it gains +1 to dodge. Price: 900, battery for 100 hours.

Stock for pistol – Skill change from Gun (pistol) to Gun (rifle), +1 Acc, -1 bulk, ST\*0,8. 0,5 lb price: 100

Bipod – 0,5 lb, price 100

## Imperial explosives

Weapon	Damage	Weight	Fuse	Notes	Price
Attack Frag grenades	6d+2 [2d] cr ex	1	3		20
Deffensive Frag grenades	8d [3d] cr ex	1,5	3		30
Krak grenades <i>Linked</i>	8d (5) 3d cr ex	1,5	Impact		300
Melta charge	8dx3 (15)	15	1-30		1500
Stun grenades	HT-5 (10 yd.)	1	3		20
Smoke grenades	25s (8 yd.)	1	3		20
Det pack	5dx3 (3) cr ex	1,5	Timer/remote		100
Overcharge las packs	8d(4) ex cr	4	5d	1	-
Astrates Attack Frag grenades	8d+4 [3d] cr ex	2	3		40
Astrates Deffensive Frag grenades	10d+2 [4d] cr ex	2	3		60
Astrates Krak grenades <i>Linked</i>	9d+2 (5) 6d+1 cr ex	2	Impact		600
Land mine, small	8d [4d] cr ex	1,2	-	2	60
Land mine, big	5dx8 cr ex	8	-		50
Land mine, AT	5dx8 (5) cr ex	14	-		150
Melt Bombs	4dx3 (15) cr ex	15	Impact		1800
Land mine, medium	9d cr ex	5	-		45
Krieg gas grenades	10 yd. 5 min	1	3	3	100
Incendiary grenade	3d+3 burn (3yd.)	2	Impact	4	60

Notes:

1 – Malfunction 16+, is made from two connected las packs. They need to be fully charged.

2 – Is not buried, just armed and thrown on the ground. In 5 seconds, it deploys its detection wires in are of 3 yd. Anything touching the wires will detonate the mine. The mine can be set up to self-detonated in 4 hours.

3 - If the target does not have gas mask it suffers 1dx2 tox damage per second if the target does not have a gas mask. It also must roll HT-5 otherwise it is paralysed for 10 minutes. If the target has mask, but has skin exposed, it suffers 1d of damage per second and must roll for paralysis at HT-2. If the target has a gas mask and no skin exposure, the shot has no effect.

4 – Hit area burns for 25s. Everything hit for at least 10 damage loses 1DR. Everything 1 yd. suffers 3 burn damage per second. Everything 2 yd from the it are suffers 1 burn damage.

## Imperial melee weapons

### Chain weapons

*Chain Weapons are close combat weapons which utilize a cutting chain mechanism (similar in principle to a chainsaw) along the length of the striking edge. They are most effective in assaults against lightly armoured targets and are generally used in wide sweeping attacks to make full use of momentum for maximum impact and cutting strength. Several armies make use of Chain Weapons, including the Imperial Guard, Space Marines, Orks, Chaos Space Marines and Eldar.*

#### Chain axe



Chain axe

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Chain Axe	Sw+3d (2) cut	1	0U	8	12	1	1650
Astrates Chain Axe	Sw+4d (3) cut	1	0U	15	15	1	3300

Notes:

1 – After 100 hits, it will run out of energy. Damage will change to Thr+1 or Sw+1. Charing cost 0,04 per hit.

#### Chain swords



Chain broadsword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Chain sword	Sw+2d (2) cut Thr+2d (2) imp	1	0 0	6	11 11	1	1650
Astrates Chain sword	Sw+3d (3) cut Thr+3d (3) imp	1	0 0	12	14 14	1	3300

Notes:

1 – After 100 hits, it will run out of energy. Damage will change to Thr+1 or Sw+1. Charing cost 0,04 per hit.

#### Two-handed chain sword



Two-handed chain sword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Eviscerator	Sw+4d (2) cut Thr+3d (2) imp	1;2 2	0 0	14	13 13	1	2640
Astrates Eviscerator	Sw+5d (3) cut Thr+4d (3) imp	1;2 2	0 0	20	16 16	1	5280

Notes:

1 – After 100 hits, it will run out of energy. Damage will change to Thr+1 or Sw+1. Charing cost 0,04 per hit.

#### Chain sabers

### Chain saber

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Chain saber	Sw+2d(2) cut	1	0f	3	10	1	1650
Or	Thr+2d(2) imp	1	0f	-	10		

Notes:

1 – After 100 hits, it will run out of energy. Damage will change to Thr+1 or Sw+1. Charing cost 0,04 per hit.

### Chain bayonets



Two-handed chain axe/mace; Chain spear

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Chain-bayonet	Thr+4d(2) imp	1	0	5	11	1;2	1200
or	Sw+3d(2) cut	1	0		11		

Notes:

1 – After 100 hits, it will run out of energy. Damage will change to Thr+1 or Sw+1. Charing cost 0,04 per hit.

2 – If the weapon is used with Chain spear it can only use thr+4d(2) attack

### Chainfist



### Chain fist

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Chain fist	+45 ST (7) cr	1	0	15	7	1	25000
Linked	Sw+3d(2) cut						

Notes:

1 – Weapon allows to attack with THR and SW as if the strength of the attacker was higher by 45. All attacks have armour divisor of 7 and linked attack of SW+3d(2) cut. After 100 hits, it will run out of energy and stops working. Charing cost 4 per hit.

## Power weapons

Power weapons are a type of advanced hand-to-hand combat weapon taking several forms but utilising the same basic technological principles. When activated the blade of the weapon becomes sheathed in a field of energy which disrupts solid matter, allowing the weapon to easily tear through armour, including even Terminator Armour.

The basic power weapon type (commonly taking the shape of swords and axes) is in use by several races including humans, while specialized types see more exclusive use.

### Power axes



#### Axe/Mace

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Power Axe	Sw+10 (7) cut	1	0U	6	11	1	16500

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor and damage decreases by 7. Charing cost 2 per hit

### Power maces



Axe/Mace

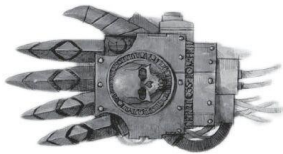


Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Power maul	Sw+11 (7) cr ex	1	0U	7,5	12	1	15000
Thunder hammer	Sw+17 (7) crush, ex	2	0U	6	20	1	25000
Power war pick	Sw+9 (7) imp Sw+10 (7) cr ex	1 1	0U 0U	4,5	10	1	15000

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor and damage decreases by 7 and losses ex. Charing cost 2 per hit

### Power fists



#### Brawling; Boxing

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Astrates Power fist	+45 ST (7) cr	1	0U	15	30	1	25000
Power fist	+25 ST (7) cr	1	0U	11	11	2	20000

Notes:

1 – Weapon allows to attack with THR as if the strength of the attacker was higher by 45. All attacks have armour divisor of 7. After 100 hits, it will run out of energy and stops working. Charing cost 4 per hit. Hand with the power fist has DR of 50,

1 – Weapon allows to attack with THR as if the strength of the attacker was higher by 25. All attacks have armour divisor of 7. After 100 hits, it will run out of energy and stops working. Charing cost 4 per hit. Hand with the power fist has DR of 50,

### Lightning claw



Brawling; Boxing

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Astrates lightning claw	Sw+8 +45 ST (7) cut Thr+8 +45 ST (7) imp	1	0	7	7	1	27000
Lightning claw	Sw+8 +25 ST (7) cut Thr+8 +25 ST (7) imp	1	0	7	7	2	22000

Notes:

1 – Weapon allows to attack with THR and SW as if the strength of the attacker was higher by 45. All attacks have armour divisor of 7. All SW attacks gain cut and +8. All THR attacks gain imp and +8. After 100 hits, it will run out of energy and stops working, loosing armour divisor strength bonuses and damage decreases by 7. Charing cost 4 per hit. Hand with the lightning claw has DR of 50,

2 – Weapon allows to attack with THR and SW as if the strength of the attacker was higher by 25. All attacks have armour divisor of 7. All SW attacks gain cut and +8. All THR attacks gain imp and +8. After 100 hits, it will run out of energy and stops working, loosing armour divisor strength bonuses and damage decreases by 7. Charing cost 4 per hit. Hand with the lightning claw has DR of 50,

### Power swords



**Broadsword**

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Power sword	Sw+9 (7) cut Thr+9 (7) imp	1	0 0	4,5	10 10	1	16500
Heavy Power Saber	Sw+9 (7) cut Thr+9 (7) imp	1 1	0 0	4,5	10 10	1	16500

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor and damage decreases by 7. Charing cost 2 per hit

### Two-handed Power swords



**Two-handed sword**

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Two hand power Sword	Sw+10 (7) cut Thr+9 (7) imp	1;2 2	0 0	10,5	12 12	1	31450
Power bastard sword	Sw+9 (7) cut Thr+9 (7) imp	1;2 2	0 0	8	10 10	1	26400

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor and damage decreases by 7. Charing cost 2 per hit

### Power Shortwords



### Shortsword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Power shortsword	Sw+8 (7) cut	1	OF	3	6	1	13200
	Thr+8 (7) imp	1	OF		6		

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor and damage decreases by 7. Charing cost 2 per hit

### *Power sabers*

#### Saber

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Power saber	Sw+7 (7) cut	1	OF	3	8	1	16500
	Thr+9 (7) imp	1	OF		8		

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor and damage decreases by 7. Charing cost 2 per hit

### *Power Rapiers*

#### Rapier

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Power Rapier	Thr+9 (7) imp	1;2	OF	3,5	9	1	16500

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor and damage decreases by 7. Charing cost 2 per hit

### *Power Knifes*



#### Knife

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Power Knife	Sw+6 (7) cut	C;1	-1	1,5	6	1	1320
	Thr+8 (7) imp	c	-1				

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor and damage decreases by 7. Charing cost 2 per hit

### *Power halberds*

#### Polearm

Weapon	Damage	Reach	Parry	Weight	ST	Notes	Price
Mechanicus halberd	Sw+13 (7) cut	2;3	OU	24	14	1	16500
	Sw+12 (7) imp	2;3	OU		14		

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor and damage decreases by 7. Charing cost 2 per hit

### Hand of the governor-militia



#### Brawling; Boxing

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Hand of the governor-militia	+25 ST (7) cr	1	0U	40	13	1	30000

Notes:

1 – Weapon allows to attack with THR as if the strength of the attacker was higher by 25. All attacks have armour divisor of 7. After 100 hits, it will run out of energy and stops working. Charing cost 4 per hit. Hand with the power fist has DR of 50. The weapon has incorporated storm bolter

Ammo: Bolter rounds 1 (CPS: 5)

#### Gun/Gunner (Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Hand of the governor-militia <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	1	450/3000	-/3	16!	20	14	-1	5		1

Notes:

1 – Weapon fire both barrels at once. Therefore, it must fire in multiplication of 2 (e.g. 2,4, 6.....)

### Claws of the governor-militia



#### Brawling; Boxing

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Claws of the governor-militia	Sw+8 +25 ST (7) cut Thr+8 +25 ST (7) imp	1	0	7	7	1	32000

Notes:

1 – Weapon allows to attack with THR and SW as if the strength of the attacker was higher by 25. All attacks have armour divisor of 7. All SW attacks gain cut and +8. All THR attacks gain imp and +8. After 100 hits, it will run out of energy and stops working, loosing armour divisor strength bonuses and damage decreases by 7. Charing cost 4 per hit. Hand with the lightning claw has DR of 50. The weapon has incorporated storm bolter

Ammo: Bolter rounds 1 (CPS: 5)

#### Gun/Gunner (Bolter)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Claws of the governor-militia <i>Linked</i>	3dx3 (2) pi++ 1d-1 cr ex	1	450/3000	-/3	16!	20	14	-1	5		1

Notes:

1 – Weapon fire both barrels at once. Therefore, it must fire in multiplication of 2 (e.g. 2,4, 6.....)



## Arc weapons

### Arc maul



*Arc Mauls are a type of melee weapon used by Adeptus Mechanicus Skitarii. When activated, the weapon becomes a rod of lightning that causes enemies struck by it to convulse to death.*

### Axe/mace

Weapon	Damage	Reach	Parry	Weight	ST	Notes	Price
Arc maul Linked	Sw+3 (5) cr 1d sur	1	0U	7,5	12	1	900

### Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor and linked damage. Charing cost 2 per hit

## Transonic weapons

*Transonic Weapons are a type of close-combat weapon used by Adeptus Mechanicus Skitarii, most infamously Sicarian Ruststalkers. These weapons emit a low insistent buzz that makes stomachs turn. When they strike armour, these weapons will adjust their hostile sonic field to match its own resonant frequency, quickly slicing through it.*

### Transonic axes

#### Axe/Mace

Weapon	Damage	Reach	Parry	Weight	ST	Notes	Price
Transonic Axe	Sw+3 (5) cut	1	0U	6	11	1	6600

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor. Charing cost 0,5 per hit

### Two-handed Transonic swords

#### Two-handed sword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	Price
Two hand Transonic Sword	Sw+4 (5) cut	1;2	0	10,5	12	1	12580
	Thr+3 (5) imp	2	0		12		

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor. Charing cost 0,5 per hit

### Transonic swords



#### Broadsword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	Price
Transonic sword	Sw+2 (5) cut	1	0	4,5	10	1	6600
	Thr+2 (5) imp	0	0		10		

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor. Charing cost 0,5 per hit

### Transonic knives



#### Knife

Weapon	Damage	Reach	Parry	Weight	ST	Notes	Price
Transonic razor	Sw-1 (5) cut	C;1	-1	1,5	6	1	528
	Thr+1 (5) imp	C	-1				

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor. Charing cost 0,5 per hit

### Transonic halberd

#### Polearm

Weapon	Damage	Reach	Parry	Weight	ST	Notes	Price
Transonic halberd	Sw+5 (5) cut	2;3	0U	12	13	1	6600
	Sw+4 (5) imp	2;3	0U		13		
	Thr+3 (5) imp	1-3	0U		12		

Notes:

1 - After 100 hits, it will run out of energy. The weapon will lose armour divisor. Charing cost 0,5 per hit

## Monoblade weapons

### Monoblade swords

#### Broadsword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	Price
Monoblade sword	Sw+2 (2) cut Thr+2 (2) imp	1	0 0	3	10 10		1500

### Monoblade shortwords

#### Broadsword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Monoblade shortsword	Sw+1 (2) cut Thr+1 (2) imp	1 1	0F 0F	1,5	6 6		1200

### Monoblade sabers

#### Broadsword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Monoblade saber	Sw (2) cut Thr+2 (2) imp	1 1	0F 0F	1,5	8 8		2100

### Monoblade knives



#### Knife

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Monoblade Knife	Sw-1 (2) cut Thr+1 (2) imp	C;1 C	-1 -1	1	6		120

### Monoblade bayonets

#### Spear

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Monoblade Bayonet	Thr+3 (2) imp	1	0	1,5	8		120

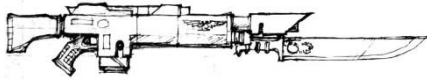
### Monoblade Lance

#### Lance

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Monoblade lance	Thr+5 (2) imp	4	0	6	12	1	120

## Regular melee weapons

### Bayonets



### Spear

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Bayonet	Thr+3 imp	1	0	1,5	8		40

### Hunting Lance



Hunting lances are single-use weapons employed by Rough Rider Squadrons of the Imperial Guard. The lance is effectively a nine foot long shaft with a shaped explosive tip. When the lance impacts with an enemy the tip explodes, increasing the killing power already behind the lance. Once used, however, the lance is rendered useless for the remainder of the battle.

These weapons are advanced versions of those used for hunting big game on the primitive worlds the Rough Riders themselves are often recruited from. They are particularly effective against riotous mobs or compact hordes of infantry. When used properly, they can prove to be more effective against heavily armoured troops than a standard lasgun.

### Lance

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Hunting Lance (Krak) <i>Linked</i>	Thr+5d+4 (5) imp 4d cr exp	4	0	8	12	1	350
Hunting Lance (Inferno) <i>Linked</i>	Thr+4 Cr 5d burn exp	4	0	10	12	1	350
Hunting Lance (Melta) <i>Linke</i>	Thr+4 Cr 8dx3 (15)	4	0	23	14	1	1550
Hunting Lance (Plasma) <i>Linke</i>	Thr+4 imp 8d(6) burn	4	0	8	12	1	800
Hunting Lance (poison) <i>Linke</i>	Thr+4 imp 3d toxic	4	0	8	12		350

Notes:

1 – One use, after that the tip of the lance explodes

## Imperials armours

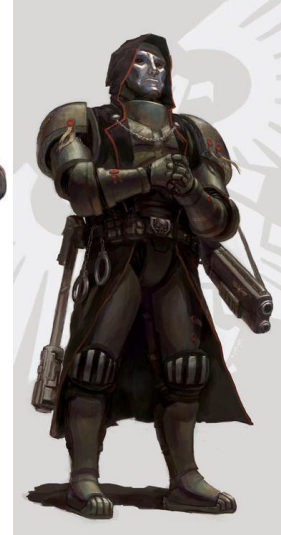
### Flak Armour



*Flak armour is among the most basic forms of armour in common use by the Imperium. It is a relatively primitive form of armour, used most commonly by Imperial forces.*

Armor	Location	DR	Weight	Notes	Price
Flak vest	Torso	25	10		850
Flak helmet + visor	Skull	25	5		350
	Face, eye	10	+1,4		100
Flak legging	Legs	12	7		300
Flak armour	Arms	12	7		300

## Carapace armour



*Carapace Armour refers to a type of heavy body armour used by many agencies of the Imperium of Man, from the Imperial Guard and Imperial Navy to the Adeptus Arbites, as well as individuals wealthy enough to afford it like Rogue Traders, and secessionist realms such as the Severan Dominate.*

Armor	Location	DR	Weight	Notes	Price
Carapace vest	Torso, groin, neck	45	18	1	10575
Carapace helmet + visor	Skull	45	6		4500
	Face, eye	10	+1,4		100
Carapace legging	Legs	25	8		3825
Carapace armour	Arms	25	8	2	3825
Stormtrooper mask	Face, eye	15/10	5	3	4250
Stormtrooper boots	Feet	5	5	4	1500
Storm trooper overall	Torso, Groin, Neck, Skull, arms, hands, feet, legs	1	5	5	1000

### Notes:

1 – Has camera behind smoulder. Capable to run and record for a month. Cameras are broadcasting to distance of 1 mile. This signal can be boost by vox caster up to 100 miles.

2 – One arm has monitor. Monitor gives +2 to any diagnosis and +1 to first aid to anyone attempting to preform this skill on the wearer. Allows people with correct protocols to access to cameras on the armour (from up to 1 mile), however this method allows to look only on image without sound.

3 – Gives Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, no peripheral vision. Includes night vision and short range vox caster (1 mile). Battery last 24 hours. Second DR is for eyes. It has port for an air tank.

4 – Magnetised to allow movement in zero-G.

5 – Together with mask creates a sealed system. Allow movement in vacuum.

## Void armour



*Solar Pattern Void Armour was a type of Carapace Armour used by Solar Auxilia infantry during the Great Crusade and Horus Heresy. Iconic to the Solar Auxilia itself, this fully enclosed suit was designed for the void of space, chemical warfare, and hostile planetary environments. Fully integrated with life support systems, the armour itself was capable of resisting small arms, ballistic impacts, and shock trauma. It was capable of minor self-healing against small penetrations and lacerations, and was particularly resilient against radiation and thermal effects. But although efficient and resilient, it could not be considered to be in the same class as Space Marine Power Armour.*

Armor	Location	DR	Weight	Notes	Price
Void plate	Torso, groin, neck	35	20		8550
Void Helmet	Skull, Face, eye	50/10	12	1;2;4	10200
Void legging	Legs	25	8		3825
Void Shoulder	Holder (arm/6)	25	2		750
Void overall	Torso, groin, neck, legs, arms	15	8	2;3	2500
Void boots	Feet	20	5	2;3	1200
Void gloves	Hands	15	3	2;3;4	1200

### Notes:

1 – Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, no peripheral vision. Includes short range vox caster (1 mile). Battery for 24 hours. It has port for optional air tank. Second DR is for eyes.

2 – Helm, overall, boots and gloves together create system sealed from vacuum.

3 – If the armour is pierced, roll 3d + 1 for Pi+, burn, corrosion +2 for Pi++, impaling, cutting or -1 for pi-, tight beam, crushing. If the roll is smaller than 13, armour is still counting as sealed.

4 - Magnetised to allow movement in zero-G.

### Krieg armour



Armor	Location	DR	Weight	Notes	price
Krieg coat	Torso, arms, legs, neck	15	5	1	400
Krieg helmet	Skull	45	6		4500
Krieg gloves	Hand	2	-	1	50
Krieg boots	Feet	3	3	1	90
Krieg shoulder pad	Shouders (1/6 of arm)	35	2x3		100x2
Gas mask	Face, eye	2	2	2	250
Krieg engineer gloves	Hand	3	1	1	60
Krieg engineer plate	Torso	35F	12		500
Krieg rider plate	Torso	35	18		950
Krieg engineer plate mark 2	Torso, neck	35F	13		550
Krieg helemt plate	Skull	20F	3	3	250

#### Notes:

- 1- Does not let liquids, gases through
- 2- Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, no peripheral vision
- 3- Must be attached to a helmet

### Sub-flak Armour

*Issued in vast quantities to the conscripted soldiers that made up the vast majority of the Tyrant's armies, Sub-flak armour serves as a rudimentary replacement for the more costly Flak armour issued to the Imperial Guard.*

Armor	Location	DR	Weight	Notes	Price
Sub-flak vest	Torso	10	7		250
Sub-flak helmet	Skull	15	4		150
+ visor	Face, eye	10	+1,4		100
Sub-flak legging	Legs	8	5		100
Sub-flak armour	Arms	8	5		100



## Mechanicus armour



Armor	Location	DR	Weight	Notes	Price
Mechanicus Plate	Torso, groin, neck	50	25		10575
Mechanicus helmet	Skull	50	7		4500
Mechanicus mask	Face, eye	30/10	3	1	500
Mechanicus armour	Legs	35	8		3825
Mechanicus armour	Arms	35	8		3825
Mechanicus boots	Feet	10	5		100
Mechanicus Gloves	Hands	5	4		100
Heavy Mechanicus Plate	Torso, groin, neck	65	30		13000
Heavy Mechanicus helmet	Skull	65	8		5600
Heavy Mechanicus armour	Legs	40	10		4300
Heavy Mechanicus armour	Arms	40	10		4300

### Notes:

- 1- Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, no peripheral vision. Second DR is for eyes.

## Power armour



*Power Armour is worn primarily by the Space Marines, Sisters of Battle, Adeptus Custodes and the Chaos Space Marines. It is a completely enclosed suit of armour, made of thick ceramite plates. The armour would be heavy and cumbersome to wear but for the electrically motivated fibre bundles within the armour that replicate the wearer's movement and enhance his/her strength.*

Armor	Location	DR	Weight	Notes	Price
Power armour	All - Head	100/70	300	1	10000000
Helmet	Face, Eye, skull	100/70/50	15	2	500000

### Notes:

1 - +10 ST, provision dispenser (1 week of provision), waste relief system, biomedical sensors, trauma maintenance, gas tank with 36h of air, feet are magnetized to allow movement in zero G. Energy for 1000 years. Second DR for arms, legs, feet, hands and neck.

2 – Radio (100 miles), Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, night vision, protected hearing/sight, Compass, range finders, takes energy from power armour. Together with armour creates vacuum proof system. Second DR for face, third for eyes.

## Terminator armour



*Terminator Armour or Tactical Dreadnought Armour is the toughest and most powerful form of personal armour humanity has ever developed, used in Terminator units. The scarcity and expense to maintain Terminator suits means they are available only to the elite troops from the veteran companies of the Space Marine Chapters.*

Armor	Location	DR	Weight	Notes	Price
Terminator armour	All - Head	200/120	1000	1	30000000000
Terminator Helmet	Face, Eye, skull	200/100	40	2	3000000

Notes:

1 - +20 ST, provision dispenser (1 week of provision), waste relief system, biomedical sensors, trauma maintenance, gas tank with 36h of air, feet are magnetized to allow movement in zero G. Gives Enhanced move 1 (land) and decreases basic move of the wearer to 3. Energy for 1000 years. Second DR for arms, legs, feet, hands and neck.

2 – Radio (100 miles), Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, night vision, protected hearing/sight, Compass, range finders, takes energy from power armour. together with armour creates vacuum proof system. Second DR for face, third for eyes.

## Power fields

Armor	Location	DR	Weight	Notes	Price
Cruss Terminatus	All	30	50	1	10000000000
Refractor Field	All	30	2	2	25000
Power field	All	50	2	2	60000
Rosarius	All	50	2	2	60000

Notes:

1 - Is connected to terminator armour for the power source.

2 - Has 1000 units of energy. Every minute the field is on, it consumes one. For every 1 damage the field stops 1 unit of energy is consumed. Without energy the field will turn off. Cost per unit is 50.

## Other armours

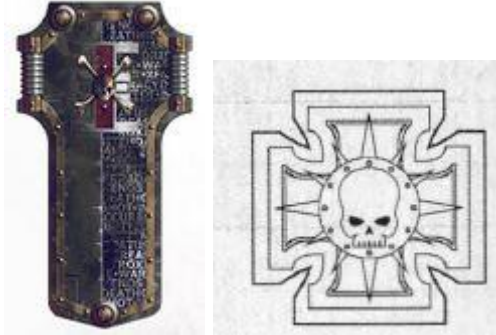
Armor	Location	DR	Weight	Notes	Price
Gloves	Hands	2	-		50
Boots	Feet	3	3		80
Gas mask	Face, eye	2	2	1	250
Steel plate	Torso	10F	7		150
Face mask	Face	5	3		200

Notes:

1 - Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, no peripheral vision

## Imperial shields

### Storm shield



The Storm Shield is a powered shield used by Space Marines, Daemonhunters and the Adeptus Custodes. It is a more advanced and bulky version of the Combat Shield, providing better defence. However it is also much larger and must be grasped with the user's hand, unlike a combat shield, which allows the use of two weapons.

#### Storm shield or Shield

Shield	DB	Weight	DR/HP	Cost	Notes
Small storm shield	1	30	100/80	20000	1
Medium storm shield	2	45	100/120	25000	1
Big storm shield	3	50	100/160	35000	1

Notes:

1 – Has 1500 units of energy. Every point of damage that is stopped depletes 1 point, in addition every time the shield is used to block (successfully or not) will also deplete 1 unit. Once the shield is depleted its DR is change to 50. Cost per unit is 50.

### Combat shield



A combat shield is a form of shield utilizing similar technology to that used by power weapons, to produce a field of energy around the face of the shield. It is used by the Space Marines and is a smaller and less-protective version of the Storm Shield used by Terminator armoured Marines.

#### Storm shield or Shield

Shield	DB	Weight	DR/HP	Cost	Notes
Combat shield	0	15	60/40	15000	1

Notes:

1 – Has 1500 units of energy. Every point of damage that is stopped depletes 1 point, in addition every time the shield is used to block (successfully or not) will also deplete 1 unit. Once the shield is depleted its DR is change to 30. Cost per unit is 50.

### Brute shield



A brute shield is a form of shield utilizing similar technology to that used by power weapons, to produce a field of energy around the face of the shield. It is often used by bulgryns.

### Storm shield or Shield

Shield	DB	Weight	DR/HP	Cost	Notes
Brute shield	1	25	70/50	17500	1

Notes:

1 – Has 1500 units of energy. Every point of damage that is stopped depletes 1 point, in addition every time the shield is used to block (successfully or not) will also deplete 1 unit. Once the shield is depleted its DR is change to 35. Cost per unit is 50.

### Slab shield



Slab Shields are large, heavy shields wielded by Imperial Guard Ogryns.

The simple but effective slab shields are the trademark of Bullgryns, who lock together to form a mobile defence line. So deployed, these units provide their comrades with a wall of walking cover as they advance across the battlefield, soaking up vast volumes of enemy fire in the process.

### Shield

Shield	DB	Weight	DR/HP	Cost	Notes
Slab shield	3	50	100/80	3000	

## Equipment

Vox caster – range of 100 miles. Battery for 30 hours. 8lbs, price: 2000

Small flashlight – 25m range. Battery for 4 hours. 0,25 lb price: 20

Large flashlight – 100m range. Battery for 4 hours. 0,5 lb price: 50

Night vision goggles – battery for 10 hours. 1,5 lb, price: 3500

First aid kit - +1 to first aid, 2lb, price: 50

Stormtrooper first aid kit - +2 to first aid kit, count as surgery tools. Includes basic antitoxins, painkiller, belt of martyrdom (Explosives belt 8d+4 [3d] cr exp), one emergent universal prosthetics (replaces arm + hand/hand/foot/foot + leg, counts as ST and DX 10, battery for 20 hours). 15lb, price: 1500

Military binoculars – 10x zoom, 2lb, price: 150

Canteen – 1 l capacity. 1lb, price: 20

Sleeping bag – 2lb, price: 100

Camo cloak - +1 to camouflage, 3lb, price: 100

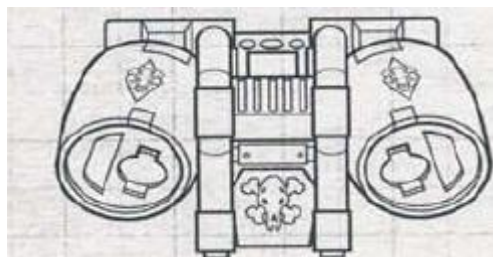
Tent for 4 – 12 lb, price: 150

Tent for 2 – 4lb, price: 75

Battery – price: 1

Grav-schute – 10lb, Price: 1500

Jump pack - 150lb; Price: 500000



*A Jump Pack is a back mounted device containing turbines or jets powerful enough to lift even a user in Power Armour.*

### Jetpack

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Jump pack	18	0/5	12	10/35	-	-		1	70		-	500000	1

Notes:

1 – Must be attached to a powere armor to work. Has energy as long as armor has energy.

## Food

Canned food – 1lb, price: 1

Dehydrated food – 0,75 lb, price: 0,75

Dried meat – 0,25, price: 2

Dried vegetable – 0,75 lb, price: 1

Compressed ration – 0,75 lb, price: 6

MRE – 1 lb, price: 5

Tablets – 6 meals, 1,5 lb, price: 25

Tablets for water purification – 50 l for 0,5 lb, price: 10

## Imperial Drugs

### *Frenzon*

*A general term for psychological control drugs inducing many different mental states, such as frenzy, hatred, fear, etc. These drugs are most notably administered to Penal Legion troops through frenzon dispensers, to produce the desired effects during combat.*

Upon consumption the subject rolls will check. On success he gains Berserk, High pain threshold and Fearless 2. On failure the subject gains High pain threshold and Fearfulness 4. The drug can be administered by blood injection or inhalation. The effect is immediate and last 1 hour per dose.

Price per dose: 20

### *Kalma*

*Kalma is the name given to a general group of euphoric sedative drugs produced in the underhives of Necromunda. The drug lowers the taker's state of consciousness while inducing an elevated state of well-being. Unfortunately, the drug also makes the taker docile and compliant, which can be a dangerous condition in the Badzones of the underhive as the user can be led about willingly and will remain passive even if left alone.*

The drug can be taken by injection into blood stream (immediate effect) or be eaten (effect appears after 2 min). The subject loses 4 point of will and gains fearless 6, pacifism (total nonviolence), Truthfulness and Slave mentality. The effects last for 1 hour per dose.

Price per dose: 15

### *Stimm*

*Stimms or Stimulants are a type of performance-boosting narcotic utilized by the Imperium. Stimm is a powerful drug that works to mask pain and drive fighters on when their bodies would otherwise give up. They are often illegal on Imperial worlds and controlled by criminal networks. However some Stimms, such as Combat Stimms, are legally used by Imperial military forces.*

*Excessive use of Stimm's can lead to addiction and lessening of effect.*

This drug can be applied by injection or inhalation. The user gain +0,25 basic speed, +1ST and +1 FP. User need to roll HT every 30 min. On failure he suffers 1d-2 of toxic damage. On critical failure he suffers 1d+3 of toxic damage. Effects last for 1 hour.

Price per dose: 10

### *Onslaught*

*Onslaught or 'Slaughter is a combat drug used in the Imperium to heighten awareness, improve the reaction time, and literally speed up the user. However, prolonged use will result in fatigue and even neural damage.*

This drug can be applied by injection. The user gain +0,5 basic speed and loses 2 points of IQ. After the effect passes user must roll HT check with -1 for each 2 hours the effect lasted. On critical failure user loses 1 point of IQ permanently. The effect last for 1 hour.

Price per dose: 5

### *Psychon*

*Increases strength by adrenaline manipulation, though it places the user into an uncontrollable rage.*

This drug can be applied by injection, ingestion or inhalation.. The user gain +1st, bad temper and Berserk (6 or less). The effects last for 20 min.

Price per dose: 1

### *Reflex*

*Increases reaction time, but also increases suggestion and vulnerability to psychic attack.*

This drug can be applied by injection or ingestion.. The user gain +0,25 basic speed and loses 2 points of will. The effects last for 1 hour.

Price per dose: 5



### *Barrage*

*Doubles the user's physical performance, but causes catastrophic physical damage within minutes.*

This drug can be applied by injection (immediate effect), ingestion (1 minute delay) or inhalation (10 seconds delay). The user gains +5st. After 5 minutes roll HT. On critical success nothing happens. On success user suffers 2d toxic damage, on failure the user suffers 4d+2 toxic damage and on critical failure the user suffers 8d of toxic damage. Effects last for 10 minutes.

Price per dose: 2

### *Spook*

*Increases the user's psychic potential, but makes their mind more susceptible to mental damage while they do so.*

This drug can be applied by injection or inhalation. User loses 2 points of will and his level of psyker rises by one (if he has at least 1). Effects last for 3 hours.

Price per dose: 500

### *Fury*

*Fury is an illicit alchemical combat drug which induces fits of berserk rage. The Imperial military experimented with its use, but banned it after concluding that it made soldiers unreliable, and also susceptible to the corruption of Chaos. Since then, it has been used by several heretic cults fomenting rebellion on Imperial worlds.*

*A person under the influence of Fury will do almost anything, including attacking a fully armoured Space Marine with his bare fists.*

This drug can be applied by injection (immediate effect), ingestion (1 minute delay) or inhalation (1 minute delay). The user has bad temper, High pain threshold, Fearless 10, Overconfidence and Berserk (6 or less). The effects last for an hour.

Price per dose: 1

### *Psytroprene*

*Psytroprene is a memory-wiping drug, often employed by the Inquisition. A 1cc dose wipes approximately forty minutes of memory in average humans. The lost memories can never be recovered, even by psychic means.*

Each dose will erase last 40 min of user memory. This means that double dose erases 80 min and so on. The drug must be injected.

Price per dose: 10

### *PNP*

*PNP is a combat drug, not licensed for use in the Imperial Guard.*

Drug can be injected or inhaled. The user gains High pain threshold, fearless 2 and ST+1. These effects last for 1 hour. After these effects stop the user gains -3ST and -1DX for an hour.

Price per dose: 2

### Spur

*Spur is the name given to a wide variety of performance enhancing drugs produced primarily in the underhives of Necromunda. Spur tends to be less popular than other options such as Spook and Onslaught due to the fact that Spur is renowned for its wide-ranging side-effects and since no two batches of Spur are ever the same, the taker will be completely unaware what side-effects they may endure and to what extent until after they have taken the drug.*

Drug can be injected, inhaled or eaten (Effect start after 2 min). Roll for effect and side effect. All effects last for hour.

D15	Effect	D15	Side-effect
1	Nothing	1	Nothing
2	+D3 ST	2	-D3 ST
3	+D3 DX	3	-D3 DX
4	+0,25 basic speed	4	-0,25 basic speed
5	+1 IQ	5	-1 IQ
6	+D3 FP	6	-D3 FP
7	High pain threshold	7	3d6 toxic damage
8	+D3 per	8	-D3 per
9	Fearless D3	9	Fearfulness D3
10	+D3 will	10	-D3 will
11	Hard to subdue 1/+1	11	Roll HT, on fail fall unconciuseness for duration of effect
12	Berserk	12	Slave mentality
13	Overconfidence	13	Truthfulness
14	+D3 HT	14	-D3 HT
15	Roll twice	15	Roll twice

Price per dose: 2

## Imperial bionics

*Bionics in the Imperium are mechanical or technological substitutes for biological limbs or organs. Generally the replacement is stronger, more durable or effective than the original, or gives its user completely new abilities.*

*The use of bionics is widespread in the Imperium. However, bionics are expensive and mostly limited to valuable servants of the Imperium, such as veteran warriors or skilled adepts, high-ranking Imperial officials and Inquisitors, as well as Planetary Governors who possess the required wealth.*

### Servo-arm



*An artificial claw-arm used by many tech-priest, engineer or techmarines.*

Effective advantages/disadvantages: Damage resistance 15 (arm only) [60]; Extra arms 1 (Strong 4) [20]; Missing digit (Missing thumb) [-5]

Price: 75 points/75000

### Mechatendrill

*Mechatendrills are mechanical harnesses worn by techpriests and Chaos Warpsmiths. They consist of wreathing tentacles which aid the user in both engineering and combat.*

Effective advantages/disadvantages: Damage resistance 5 (arm only) [10]; Extra arms 1 (extra-flexible; Long 1; Weak 1) [22]

Price: 32 points/32000

### Psi-booster

*A psi-booster increases activity in the part of the brain responsible for controlling psychic ability. A person with one of these is usually a proficient psyker and has greater control over his powers compared to someone of the same ability without a psi-booster.*

Effective advantages/disadvantages: Gives level of psyker [10]

Requirements: Must have at least Psyker 0

Price: 10 points/10000

### Skinplants

*Using of crystal technology made possible this sophisticated tattoos for creating a functioning device between layers of skin. It is quite useful, because with it every citizen with sufficient money can have a device of logo on their forehead that lights up and flashes. Skinplants could be either light-sensitive, permanent fixture or controllable. The standard device of skinplants is a wristwatch that could be activated with light touch – so a digital display activated beneath the skin. Some people even make skinplants on whole limb or even entire body. Also the emitting light is enough to see in darkness for near 10cm, so skinplants on arm became known as 'thief's light', providing sufficient light to operate objects, pick locks etc.*

Price: 8000

### Rite of pure thought

*The Rite is considered an extreme measure even among some Tech-priests. The creative, emotional, illogical right hemisphere of the brain is replaced with a cogitator linked directly to the logical left hemisphere. This frees the recipient of any irrationality and illogic.*

Effective advantages/disadvantages: Unfateable [15]; Low empathy [-20]; No sense of humor [-10]

Price: -15 points/15000

### Biochemical Ogryn Neural Enhancement (BONE)

*An implant that increases ogryn intelligence.*

Effective advantages/disadvantages: Bone'ead [25]

Requirements: Must be an Ogryn

Price: 25 points/25000

## Imperial vehicles

### Predator



*The Predator is a battle tank employed by the Space Marines. It is a more heavily armed and armoured version of the Rhino personnel carrier.*

#### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Predator	148	-3/6	10fx	2/19	-	-	+4	5	500	300	2CT(X)	3M	
Predator with sponson	148	-3/6	10fx	2/19	-	-	+4	7	500	300	2CT2t(X)	3,05M	

Facing	DR
Front	500
Back	160
Sides	300
Top	160
Bottom	160
Turret/sponsons	x/1,25
Bulldozer blade	20

Traditional armament	
Turret	Autocannon/2xlas cannon
Sponson	Heavy bolter/Las cannon
Top hatch	Storm bolter

Equipment: Optic sight (2x; 4x; 8x), Range finder; Smoke launchers (6 tubes on turrets); Vox caster

## Chimera



*The Chimera is the primary armoured infantry transport for the Imperial Guard. Highly durable and practical it has been used as a chassis for many other vehicles and has been in service for many thousands of years, typifying the fast moving warfare favoured by the Imperial Guard.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Chimera	148	-3/5	11fx	3/21	-	-	+4	4+12	300	250	2CT(X)	120K	1

Notes:

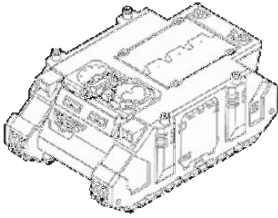
1 – amphibious, in water Move 1/8

Facing	DR
Front	300
Back	160
Sides	220
Top	160
Bottom	160
Turret	x/1,25
Bulldozer blade	80

Traditional armament	
Turret	Autocannon/Multi-laser/Heavy bolter/Heavy flamer
Hull	Heavy bolter/Heavy flamer
Top hatch	Storm bolter/Heavy stubber/stubber
Other	Hunter killer missile
Back	6xlasgun

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster; search light

## Rhino



*The Rhino is a common armoured troop transport produced by the Imperium. Its use is entrusted to only the most loyal of soldiers: the Space Marines, Sisters of Battle, Adeptus Arbites and the Inquisition.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Rhino	125	-2/5	12fx	4/20	-	-	+4	2+10	300	350	2C(X)	200K	

Facing	DR
Front	300
Back	120
Sides	120
Top	120
Bottom	120
Bulldozer blade	80

Traditional armament	
Top hatch	Storm bolter

Equipment: Smoke launchers (2 in each direction); Vox caster

## Razorback



*The Razorback is a tracked, armoured vehicle used by Space Marine Chapters. Its design is based on the Rhino chassis and as such is quite easy to manufacture, sharing many of its design features. It is sometimes favoured over the Rhino because of its superior firepower, although this comes at the cost of less transport space. Because the rediscovery of the design occurred after the Horus Heresy, the Traitor Legions rarely field the Razorback.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Razorback	125	-2/5	12fx	4/20	-	-	+4	3+5	300	350	2CT(X)	205K	

Facing	DR
Front	300
Back	120
Sides	120
Top	120
Bottom	120
Turret	x/1,5
Bulldozer blade	80

Traditional armament	
Top hatch	Storm bolter
Turret	2xLas cannon/2x heavy bolter/Las cannon + Plasma gun
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x), Range finder; Smoke launchers (2 in each direction); Vox caster

## Leman Russ



*The Leman Russ is the main Battle Tank of the Imperial Guard. This rugged and dependable tank has been used for centuries and while fundamental changes in construction and appearance have occurred its capabilities have changed very little, able to operate in a variety of environments and withstand enemy fire while delivering powerful tank-killing blows. It was named after Leman Russ, the Primarch of the Space Wolves.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Leman russ	180	-3/5	14fx	1/12	-	-	+4	5	750	150	2CT(X)	1,2M	
Leman russ with sponson	180	-3/5	14fx	1/12	-	-	+4	7	750	150	2CT2t(X)	1,25M	

Facing	DR
Front	750
Back	165
Sides	450
Top	250
Bottom	165
Turret/sponsons	x/1,25
Bulldozer blade	80

Traditional armament	
Top hatch	Storm bolter/heavy stubber/stubber
Turret	2xLas cannon/2xautocannon/Battle cannon/Vanquisher cannon/Demolisher cannon/Punisher gattling cannon/Plasma destroyer
Sponsons	Heavy bolter/multi melta/heavy flamer/plasma cannon
Hull	Las cannon/Heavy bolter/heavy flamer
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster; search light



## Taurox



*The Taurox APC is a robust vehicle which holds ten soldiers and can bear a wide array of heavy weapons. The vehicles thick armored plates, quad tracks, and supercharged engine allow it to go nearly anywhere, hurtling across ruined cities and rubble-strewn wastelands with equal speed.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Taurox	130	-2/6	10fx	2/20	-	-	+4	2+10	260	400	4C6g(X)	300K	1
Taurox Prime	130	-2/6	10fx	2/20	-	-	+4	4+8	260	400	4C6gT2X(X)	305K	1

Notes:

1 – Tracks are magnetised, to allow movement in zero G. The hull can be made vacuum proof.

Facing	DR
Front	260
Back	160
Sides	160
Top	160
Bottom	160
Turret/sponsons	x/1,5

Traditional armament	
Top hatch	Storm bolter/heavy stubber/stubber
Turret	2xAutocannon/Taurox gatling gun/Taurox rocker launcher
Sides	hot-shot volley gun/autocannon
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets or 4 on front); Range finder; Vox caster; search light

## Centaur



*The Centaur is a lightly-armored utility vehicle used by forces of the Imperium of Man including Imperial Guard formations such as the Death Korps of Krieg. Most commonly used as a tow vehicle for field artillery, it can be adapted for various other functions.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Centaur	100	-3/5	10fx	5/21	-	-	+3	2+5	140	350	2CEX2g	40K	

Facing	DR
Front	140
Back	0
Sides	120
Top	0
Bottom	120
Bulldozer blade	80

Traditional armament	
Top	Stubber/Heavy stubber
Hull	Stubber/Heavy stubber

Equipment: Smoke launchers (2 in front); search light

## Salamander vehicle



*The Salamander Command Vehicle is an Imperial Guard vehicle based around the same chassis as the Salamander Scout Vehicle, the Chimera. It is equipped with better command and communication equipment and frequently used by armoured company HQ's and armoured reconnaissance squadrons.*

*The Salamander Scout Vehicle, also known as the Salamander Reconnaissance Tank, is a small reconnaissance vehicle used by the Imperial Guard and based on the Chimera chassis. It is designed primarily for reconnaissance duties and is lightly armed and armoured but very fast.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Salamander command vehicle	148	-3/5	11fx	5/25	-	-	+4	2+5	300	350	2C(X)	90K	1
Salamander scout vehicle	148	-3/5	11fx	4/25	-	-	+4	5	300	330	2CT(3E)	90K	1

Notes:

1 – amphibious, in water Move 1/8

Facing	DR
Front	300
Back	160
Sides	200
Top	160
Bottom	160
Bulldozer blade	80

Traditional armament	
Top	Heavy bolter/Heavy flamer/autocannon
Hull	Heavy bolter/Heavy flamer
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (2 on each side); Vox caster; search light

## Pegasus amphibious assault vehicle



The oddly named Pegasus Amphibious Assault Vehicle otherwise known as the Pegasus AAV or simply the Pegasus, is one of the few truly amphibious vehicles of the Imperial Guard with the exception of the Chimera of which the Pegasus based its chassis upon.

The Pegasus uses a layout similar to the Chimera's, up to the turret and lasgun array, with a few exceptions: The vehicle possesses two access ramps for faster unloading, one at each end, at the cost of hull-mounted weaponry. The vehicle has been equipped with floats on its sides and the armor has been reduced in order to further improve floatability, making the Pegasus more vulnerable but also faster and cheaper than the Chimera.

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Pegasus amphibious assault vehicle	148	-3/5	11fx	4/25	-	-	+4	3+15	270	160	2CT(X)	160K	1

Notes:

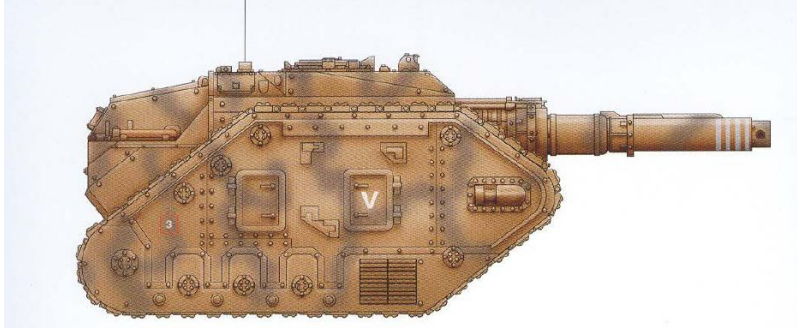
1 – amphibious, in water Move 1/10

Facing	DR
Front	220
Back	160
Sides	200
Top	160
Bottom	160
Turret	x/1,25

Traditional armament	
Turret	Autocannon/Multi-laser/Heavy bolter/Heavy flamer
Top hatch	Storm bolter/Heavy stubber/stubber
Other	Hunter killer missile
Back	6xlasgun

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster; search light

## Destroyer Tank Hunter



The Destroyer Tank Hunter is a specialized Tank Hunter used by the Imperial Guard. Based on the same chassis as the Leman Russ Battle Tank, the Destroyer, once common among the armoured regiments of the Guard, is fast becoming a relic due to the complex nature of its primary weapon.

While once a common tank hunter, by the 41st Millennium the knowledge and understanding required to produce the complex Destroyer Tank Hunter's primary weapon has been forgotten or lost and only a few Forge Worlds have the expertise to produce them. However as each weapon must be hand crafted, and since demand vastly outstrips supply, most regiments are lucky to have a full squadron of Destroyers, with a few able to muster an entire Tank Destroyer Company. These tanks are guarded jealously by their owners, knowing the chances of receiving any replacements is very slim, and the chance to recover a re-constructable wreck is a high priority. Even if the main weapon is lost the hull can still be refurbished and refitted with another weapon, a Demolisher Cannon, Battle Cannon or sometimes a Vanquisher Cannon.

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Destroyer tank hunter	180	-3/5	14fx	1/12	-	-	+4	3/4	750	180	2C(X)	1M	

Facing	DR
Front	750
Back	165
Sides	450
Top	250
Bottom	165
Bulldozer blade	80

Traditional armament	
Top hatch	Storm bolter/heavy stubber/stubber
Hull	Demolisher cannon/Laser destroyer/Vanquisher battle cannon/Battle cannon
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (2 tubes on each side); Vox caster; search light

## Scylla light tank



*The Scylla Light Tank is a vehicle used by the Imperial Guard and is a relatively lightly armed but fast and nimble vehicle used for scouting and reconnaissance missions as well as acting as a light support for infantry firefights.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Scylla light tank	100	-3/4	11fx	3/30	-	-	+3	3	100	250	2C(X)	90K	1

Notes:

1 – amphibious, in water Move 1/8

Facing	DR
Front	100
Back	80
Sides	100
Top	80
Bottom	80
Bulldozer blade	80

Traditional armament	
Hull	Heavy bolter/Heavy flamer/Auto cannon/Las cannon/Multi-laser
Top hatch	Storm bolter/Heavy stubber/stubber
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (2 tubes on each side); Vox caster; search light

## Chimedon



*The Chimedon assault vehicle is the most heavily armed version of the Chimera, destroying enemy vehicles that stand in the way of Imperial advances. It is fielded by the Astra Militarum and Skitarii. It mounts a large battle cannon*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Chimera	148	-3/5	11fx	2/18	-	-	+4	4+12	300	300	2CT(X)	150K	1

Notes:

1 – amphibious, in water Move 1/8

Facing	DR
Front	300
Back	160
Sides	220
Top	160
Bottom	160
Turret	x/1,1
Bulldozer blade	80

Traditional armament	
Turret	Demolisher cannon/short barrelled battle cannon
Hull	Heavy bolter/Heavy flamer
Top hatch	Storm bolter/Heavy stubber/stubber
Other	Hunter killer missile
Back	6xlasgun

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster; search light

## Siegfried



*The Siegfried is an Imperial Guard light tank first developed during the civil war on Krieg.*

*The Siegfried was seen as a replacement for the Sentinel, whose locomotive system was too complex and armouring too light for the dangerous conditions on Krieg at the time. Derived from the famous Land Crawler agricultural vehicle, it was armed with a Multi-Laser and replaced the Land Crawler's simple yet sturdy catalytic engine for a more powerful gas turbine one which, despite being fit with considerably more armour, doubled the Siegfried's top speed.*

*With the end of the Civil War the Death Korps returned to using Sentinels in their regiments, although the light tank is still produced in the huge underground factory complexes of Krieg and utilized in large numbers by other Siege Regiments. The Baran Siegemasters in particular use the Siegfried as a mobile reserve and breakthrough tank*

### Vehicles (Tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Armored sentinel	80	-2/3	9fx	2/20	-	-	+3	2	130	220	2CT	80K	

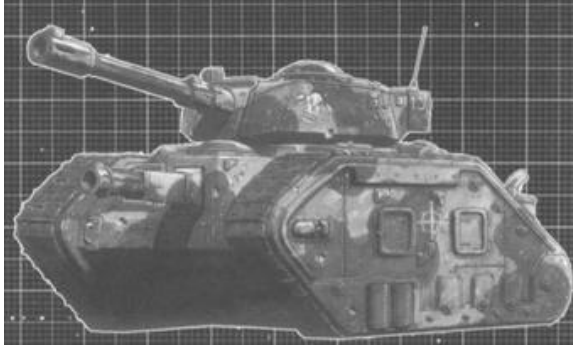
Facing	DR
Front	130
Back	80
Sides	60
Top	60
Bottom	45
Turret	x/1,25
Bulldozer blade	80

Traditional armament	
Main weapons	Multi-laser/Las cannon/autocannon/Heavy stubber/Heavy bolter/2xstubber
Other	Hunter killer missile

Equipment: Search light



AT70 Reaver battle tank



The AT70 Reaver Battle Tank was a main battle tank produced by the Forge World Urdesh and it was considered as the cheap knockoff of the venerated Leman Russ Battle Tank.

The AT70 was considered an inferior design compared to the standard tank of the Imperium, the Leman Russ Battle Tank. The tank lacked any Auspex or laser rangefinding equipment, requiring the gunner to aim by visual methods only. It also lacked any gyro stabilizers, limiting its ability to hit targets while moving. The AT70 was armed with a hull-mounted lascannon and a 105mm hypervelocity main gun, which had a slow rate of fire and was unable to penetrate the side armour of a Leman Russ.

#### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
AT70	148	-4/5	11fx	1/10	-	-	+4	5	500	200	2CT(X)	1M	

Facing	DR
Front	500
Back	160
Sides	300
Top	160
Bottom	160
Turret	x/1,25
Bulldozer blade	80

Traditional armament	
Turret	2xAutocannon/Hypervelocity gun
Hull	Heavy bolter/Las cannon/Heavy flamer
Top hatch	Heavy stubber

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster

## AT83 Brigand Super Tank



The AT83 Brigand Super Tank was a type of Battle Tank produced by the Forge World Urdesh. One of the principal forge worlds of the Sabbat Worlds, when Urdesh fell under the sway of Chaos so too did the AT83 Brigade, becoming one of the ubiquitous machines used by the Blood Pact and later Sons of Sek

Unlike the smaller, more primitive AT70 Reaver the AT83 was considered the equivalent, at least on paper, to the Leman Russ Battle Tank. This included the use of auspex guidance, weapon stabilisers and torsion bar suspension, making them one of the best battle machines used by the Blood Pact.

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
AT83	165	-4/5	11fx	1/8	-	-	+4	5	700	120	2CT(X)	2M	

Facing	DR
Front	700
Back	165
Sides	350
Top	250
Bottom	165
Turret/sponsons	x/1,25
Bulldozer blade	80

Traditional armament	
Top hatch	Heavy stubber
Turret	Battle cannon/ Demolisher cannon
Hull	Las cannon/Heavy bolter/heavy flamer

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster; search light

## Ragnarok



*The Ragnarok was a heavy tank first developed on Krieg during its civil war to meet the specific challenges of the time. With both sides caught in a stalemate, it became increasingly clear that the war was turning into a battle of attrition and that the winner would be the side with the most troops and guns. As the Leman Russ Battle Tank became increasingly rare and ill-suited to the sulphurous battlefield which was no-man's land, the Ragnarok was conceived to take its place: a tank that didn't need to be fast, as long as it could traverse treacherous terrain, nor one with long range, as visibility beneath the pollution-clouded skies of Krieg was short, but most importantly as simple to construct as possible.*

*The resulting vehicle was a slab-slided monster, armed with a Ragnarok Battle Cannon, a hull mounted Lascannon and two Heavy Stubbers which can be switched with two Heavy Bolters, but performed exactly as required. Since the civil war the Ragnarok has been recommissioned by other units, most notably the Baran Siegemasters, who refer to the machine affectionately as the 'Mk 1 Mobile Bunker'.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Ragnarok	170	-3/6	12fx	1/8	-	-	+4	8	600	100	2CT2t(X)	850K	

Facing	DR
Front	600
Back	165
Sides	400
Top	180
Bottom	165
Turret/sponsons	x/1,25
Bulldozer blade	80

Traditional armament	
Top hatch	Storm bolter/heavy stubber/stubber
Main turret	Ragnarok battlecannon
Secondaru turrets	Heavy bolter/heavy stubber
Hull	Las cannon/Heavy bolter/heavy flamer
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (2 in each direction); Vox caster; search light

## Land crawler



*The Land Crawler is an Imperial agricultural vehicle, one of several STC designs re-discovered by Arkhan Land along with the Land Raider and Land Speeder. Untold billions of Land Crawlers are in service on agri-worlds across the Imperium thanks to their ease of maintenance and forgiving driving characteristics, with more than one historian believing it to be single most important find by Arkhan Land*

*The Land Crawler has been pressed into military service on more than one occasion with variants such as the Bruennhilde, which served during the civil war on Krieg and is still used in some siege regiments.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Land crawler	65	0/5	12fx	3/25	-	-	+2	1	15	400	2CE	20K	

## Aurox armoured transport



*The Aurox Armoured Transport was an armoured personnel carrier used by the Solar Auxilia and Imperialis Militia during the Great Crusade and Horus Heresy. In battle the Aurox's main function was to get grenadier units into position to bombard their foes, or to give Imperial Commanders protection as they planned their next strike.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Aurox armoured transport	125	-2/5	10fx	4/20	-	-	+4	2+10	300	375	2C(X)	225K	

Facing	DR
Front	300
Back	120
Sides	120
Top	120
Bottom	120

Traditional armament	
Top hatch	Stubber/Heavy flamer/Multi-laser

Equipment: Vox caster

## Carnodon



*The Carnodon is a versatile medium battle tank which acted as the linchpin for many of Imperial Army victories during the Great Crusade. As a premier mobile fire platform, it was regularly adapted to combat a wide variety of foes and respond to any number of battlefield conditions. During the early years of the Great Crusade, it rapidly became a byword for conquest amongst the Expeditionary fleets. As the Great Crusade moved ever outwards and supply of the Aurox chassis design peaked, it is thought that many Carnodon tanks entered a strategic reserve and were distributed to Crusade mustering worlds behind the front lines; with over two hundred thousand examples thought to have been stored on Tallarn alone. During the Horus Heresy they often saw service with the second-line Imperialis Militia.*

*Those few Carnodons that have survived the passage of the millennia are revered as links to the former incarnation of the Astra Militarum — that mainstay of the Great Crusade, the Imperial Army. With the hour so dark, and the need for trusted war assets greater than ever, the Priesthood of Mars has reinstated the STC for the Carnodon on several forge worlds, and under the light of the Great Rift the ancient tank has trundled forth from their manufactorums once more.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Carnodon	148	-2/6	10fx	3/21	-	-	+4	6	400	300	2CT2t(X)	2,5M	

Facing	DR
Front	400
Back	160
Sides	300
Top	160
Bottom	160
Turret/sponsons	x/1,25
Bulldozer blade	20

Traditional armament	
Turret	2xMulti-laser /2xAutocannon/2xlascannon
Sponson	Multi-laser/Heavy flamer/Heavy bolter/Volkite caliver/autocannon/lascannon
Top hatch	Heavy stubber/Multi-laser

Equipment: Optic sight (2x; 4x; 8x), Range finder; Vox caster

## Malcador heavy tank



*The Malcador is an ancient design still in use by the Imperial Guard. Thought to be older than the venerable Leman Russ, the Malcador is intended to fulfill the same Main Battle Tank role despite its larger size. The tank is commonly thought to be named after Malcador the Sigillite, known to have been a close adviser to the Emperor and for creating the Administratum. Just like its namesake the Malcador's origins are obscure, and its usage across the Imperium is infrequent and rare, with some regions having never seen or heard of the tank.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Malcador	155	-3/5	11fx	1/12	-	-	+4	7	500	180	2CT2t(X)	975K	

Facing	DR
Front	500
Back	165
Sides	450
Top	165
Bottom	160
Turret/sponsons	x/1,25
Bulldozer blade	80

Traditional armament	
Turret	Battle cannon
Sponson	Heavy bolter/Las cannon/autocannon/heavy stubber
Top hatch	Storm bolter/heavy stubber
Hull	Las cannon/Autocannon/heavy bolter
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x), Range finder; Smoke launchers (2 in each direction); Vox caster

## Malcador Anihilator heavy tank



The Malcador 'Anihilator' is thought to be a field refit of battle-damaged or incomplete Malcadors, replacing the Battle Cannon with twin-linked Lascannons and the hull-mounted Heavy Bolter with a Demolisher Cannon. While this attempt to increase the Malcador's versatility by allowing it to perform in an anti-tank role against both regular and Super-Heavy Tanks is admirable, it remains too large and too slow to be a true "tank hunter" and lacks the durability or endurance to challenge true heavyweights like the Baneblade in open battle. When operating as part of a wider offensive though the Malcador 'Anihilator' can still prove its worth in the hands of a skilled crew.

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Malcador	155	-3/5	11fx	1/12	-	-	+4	7	500	180	2CT2t(X)	975K	

Facing	DR
Front	500
Back	165
Sides	450
Top	165
Bottom	160
Turret/sponsons	x/1,25
Bulldozer blade	80

Traditional armament	
Turret	2xlas cannon
Sponson	Heavy bolter/Las cannon/autocannon/heavy stubber
Top hatch	Storm bolter/heavy stubber
Hull	Las cannon/Autocannon/demolisher cannon
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x), Range finder; Smoke launchers (2 in each direction); Vox caster

## Malcador defender heavy tank



The Malcador 'Defender' is one of the most unusual, and arguably effective, of the Malcador variants and is more common than the original design. Its limited-traverse turret embrasure has been entirely refitted with five Heavy Bolters providing complete 360° coverage around the tank, while the Demolisher Cannon and sponson weapons are maintained. Transforming its role into that of a breakthrough tank, the Malcador 'Defender' is a mobile fortress well-suited to close-quarters combat during urban and trench warfare, with the Demolisher used against enemy strongpoints and fortifications. The additional weaponry does require a larger crew, with eight troopers crammed into the tight, sweltering hull, and forces the commander to double as a heavy bolter gunner. That the tank seldom operates far from resupply or support helps mitigate some of the original design's failings.

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Malcador	155	-3/5	11fx	1/12	-	-	+4	8	500	180	2CS7t(X)	925K	

Facing	DR
Front	500
Back	165
Sides	450
Top	165
Bottom	160
Turret/sponsons	x/1,25
Bulldozer blade	80

Traditional armament	
Turret	5xHeavy bolter
Sponson	Heavy bolter/Las cannon/autocannon/heavy stubber
Top hatch	Storm bolter/heavy stubber
Hull	Las cannon/Autocannon/demolisher cannon
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x), Range finder; Smoke launchers (2 in each direction); Vox caster



## Basilisk



*The Basilisk is the main line artillery piece of Imperial Guard Regiments throughout the Imperium, designed to provide medium to long-range fire support. Among the most numerous and well-known of the Guard's artillery the Basilisk is based on the Chimera chassis and mounts an Earthshaker Cannon for direct and indirect fire.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Basilisk	75	-3/5	11fx	3/21	-	-	+4	4	180	200	2CX	80K	

Facing	DR
Front	180
Back	95
Sides	150
Top	95
Bottom	45
Bulldozer blade	80
Gun shield	80

Traditional armament	
Main gun	Earthshaker cannon
Hull	Heavy bolter/Heavy flamer

Equipment: Telescopic optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster

## Armagedon pattern Basilisk



*The Basilisk is the main line artillery piece of Imperial Guard Regiments throughout the Imperium, designed to provide medium to long-range fire support. Among the most numerous and well-known of the Guard's artillery the Basilisk is based on the Chimera chassis and mounts an Earthshaker Cannon for direct and indirect fire.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Basilisk	80	-3/5	11fx	3/21	-	-	+4	4	180	200	2CT	90K	

Facing	DR
Front	180
Back	95
Sides	150
Top	95
Bottom	45
Bulldozer blade	80

Traditional armament	
Main gun	Earthshaker cannon
Hull	Heavy bolter/Heavy flamer

Equipment: Telescopic optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster

## Vanaheim pattern basilisk



*The Basilisk is the main line artillery piece of Imperial Guard Regiments throughout the Imperium, designed to provide medium to long-range fire support. Among the most numerous and well-known of the Guard's artillery the Basilisk is based on the Chimera chassis and mounts an Earthshaker Cannon for direct and indirect fire.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Basilisk	75	-3/5	11fx	3/21	-	-	+4	4	180	200	2CX	81K	

Facing	DR
Front	180
Back	95
Sides	150
Top	95
Bottom	45
Bulldozer blade	80
Gun shield front	80
Gun shield side	35

Traditional armament	
Main gun	Earthshaker cannon
Hull	Heavy bolter/Heavy flamer

Equipment: Telescopic optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster

## Solar auxilia Basilisk



*The Basilisk is the main line artillery piece of Imperial Guard Regiments throughout the Imperium, designed to provide medium to long-range fire support. Among the most numerous and well-known of the Guard's artillery the Basilisk is based on the Chimera chassis and mounts an Earthshaker Cannon for direct and indirect fire.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Basilisk	80	-3/5	10fx	3/21	-	-	+4	4	180	200	2C(X)	95K	

Facing	DR
Front	180
Back	95
Sides	150
Top	95
Bottom	45
Bulldozer blade	80

Traditional armament	
Main gun	Earthshaker cannon
Hatch	Multi-laser/Heavy stubber/Storm bolter

Equipment: Telescopic optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster

## Griffon



*The Griffon Heavy Mortar Carrier is an Imperial Guard artillery vehicle based on the Chimera chassis and a cousin to the Basilisk and Medusa. It is designed to provide close to medium-range artillery support.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Griffon	75	-3/5	11fx	3/21	-	-	+4	4	180	200	2CX	75K	

Facing	DR
Front	180
Back	95
Sides	150
Top	95
Bottom	45

Traditional armament	
Main gun	Lucius pattern heavy mortar
Hull	Heavy bolter/Heavy flamer

Equipment: Telescopic optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster

## Vanaheim pattern Griffon



*The Griffon Heavy Mortar Carrier is an Imperial Guard artillery vehicle based on the Chimera chassis and a cousin to the Basilisk and Medusa. It is designed to provide close to medium-range artillery support.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Griffon	75	-3/5	11fx	3/21	-	-	+4	4	180	200	2CT	78K	

Facing	DR
Front	180
Back	95
Sides	150
Top	95
Bottom	45
Gun shield	80

Traditional armament	
Main gun	Lucius pattern heavy mortar
Hull	Heavy bolter/Heavy flamer

Equipment: Telescopic optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster

## Medusa



*The Medusa Siege Tank is an aging Imperial Guard siege platform used when attacking the thick walls of an enemy-held city or fortress. Built on the Chimera chassis, the Medusa suffers from a number of disadvantages compared to other artillery pieces like the Basilisk or Griffon, but its immense firepower ensures its continued use in the siege warfare depressingly common to the 41st Millennium.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Medus	75	-3/5	11fx	3/21	-	-	+4	5	180	200	2CX	80K	

Facing	DR
Front	180
Back	95
Sides	150
Top	95
Bottom	45
Bulldozer blade	80
Gun shield	80

Traditional armament	
Main gun	Medusa siege gun
Hull	Heavy bolter/Heavy flamer

Equipment: Telescopic optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster

## Armagedon pattern Medusa



*The Medusa Siege Tank is an aging Imperial Guard siege platform used when attacking the thick walls of an enemy-held city or fortress. Built on the Chimera chassis, the Medusa suffers from a number of disadvantages compared to other artillery pieces like the Basilisk or Griffon, but its immense firepower ensures its continued use in the siege warfare depressingly common to the 41st Millennium.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Medus	75	-3/5	11fx	3/21	-	-	+4	5	180	200	2CT	90K	

Facing	DR
Front	180
Back	95
Sides	150
Top	95
Bottom	45
Bulldozer blade	80

Traditional armament	
Main gun	Medusa siege gun
Hull	Heavy bolter/Heavy flamer

Equipment: Telescopic optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster



## Vanaheim pattern Medusa



*The Medusa Siege Tank is an aging Imperial Guard siege platform used when attacking the thick walls of an enemy-held city or fortress. Built on the Chimera chassis, the Medusa suffers from a number of disadvantages compared to other artillery pieces like the Basilisk or Griffon, but its immense firepower ensures its continued use in the siege warfare depressingly common to the 41st Millennium.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Medus	75	-3/5	11fx	3/21	-	-	+4	5	180	200	2CX	81K	

Facing	DR
Front	180
Back	95
Sides	150
Top	95
Bottom	45
Bulldozer blade	80
Gun shield front	80
Gun shield side	35

Traditional armament	
Main gun	Medusa siege gun
Hull	Heavy bolter/Heavy flamer

Equipment: Telescopic optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster

## Solar auxilia Medusa



*The Medusa Siege Tank is an aging Imperial Guard siege platform used when attacking the thick walls of an enemy-held city or fortress. Built on the Chimera chassis, the Medusa suffers from a number of disadvantages compared to other artillery pieces like the Basilisk or Griffon, but its immense firepower ensures its continued use in the siege warfare depressingly common to the 41st Millennium.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Medus	75	-3/5	10fx	3/21	-	-	+4	5	180	200	2C(X)	95K	

Facing	DR
Front	180
Back	95
Sides	150
Top	95
Bottom	45
Bulldozer blade	80

Traditional armament	
Main gun	Medusa siege gun
Hatch	Multi-laser/Heavy stubber/Storm bolter

Equipment: Telescopic optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster

## Hydra flak tank



*The Hydra Flak Tank is an Imperial Guard self-propelled anti-aircraft vehicle based on the Chimera chassis. Employed when Imperial Navy assets are unavailable or air-superiority is in the balance, Hydras provide essential anti-air protection for their regiment and can also serve in a ground support role, where they are effective against infantry and light vehicles.*

### Vehicles (tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Medus	75	-3/5	11fx	3/21	-	-	+4	5	180	200	2CT	95K	

Facing	DR
Front	180
Back	95
Sides	150
Top	95
Bottom	45
Bulldozer blade	80

Traditional armament	
Main gun	4xAutocannon
Hull	Heavy bolter/Heavy flamer

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster

## Baneblades



The Baneblade is the primary super-heavy tank used by the Imperial Guard and is one of the largest and oldest tanks used by the Imperium. These massive machines often serve as the command vehicles for entire regiments or spearhead armoured attacks, organized into their own super-heavy companies. Such is the power of a Baneblade that nothing short of another war engine, such as a Titan, would dare to face one on single combat.

A Banesword is a derivation of the famous Shadowsword, modified to carry the Quake Cannon instead of a Volcano Cannon. The power of the Quake Cannon, combined with the armour of a super-heavy, has established the Banesword as the pinnacle of Imperial siegecraft. Many Imperial commanders would be willing to exchange two regiments for a single Banesword; such is the reputation of this tank. Indeed, Imperial combat doctrine holds an honoured place for the Banesword.

### Vehicles (Supper heavy tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Baneblade	500	-3/8	14fx	1/12	632000	-	+5	10	1200	250	2CT2t(X8t)	150M	
Banesword	500	-3/8	14fx	1/12	632000	-	+5	7	1200	250	2CS1t(X8t)	150M	

Facing	DR
Front	1200
Back	500
Sides	1000
Top	500
Bottom	500
Turret/sponsons	x/1,1

Traditional armament (baneblade)	
Top hatch	Storm bolter/heavy stubber/stubber
Turret	Baneblade cannon+Autocannon
Sponsons	2xHeavy bolter+Lascannon/2xHeavy flamer+Lascannon
Hull	Demolisher cannon+2xheavy bolter
Other	Hunter killer missile

Traditional armament (banesword)	
Top hatch	Storm bolter/heavy stubber/stubber
Main arnament	Quake cannon
Sponsons	2xHeavy bolter+Lascannon/2xHeavy flamer+Lascannon
Hull	2xheavy bolter
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster; search light

## Macharius Heavy tank



*The Macharius is a Heavy Tank named after the legendary Lord Commander Solar Macharius and referred to as a 'second generation' Baneblade, fulfilling the same battlefield role. The Adeptus Mechanicus of Mars tightly controls the information necessary to build true Baneblades, allowing only a handful of Forge Worlds permission to build these deadly machines to the same standards as those during the Great Crusade. For Forge Worlds seeking to secure large military contracts but lacking the necessary STC data, or who experience a shortfall in Baneblade production, the Macharius is a viable lesser alternative and has become a common sight in the regiments of the Imperial Guard.*

### Vehicles (Supper heavy tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Macharius	400	-4/8	13fx	1/12		-	+5	8	1200	300	2CT2t(X)	130M	

Facing	DR
Front	1200
Back	500
Sides	1000
Top	500
Bottom	500
Turret/sponsons	x/1,1

Traditional armament (baneblade)	
Top hatch	Storm bolter/heavy stubber/stubber
Turret	2xbattlecannon/2xVanquisher cannon/Vulcan-mega bolter
Sponsons	Heavy bolter/Heavy stubber/Heavy falmer
Hull	2xheavy stubber
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x); Vox caster; search light

## Macharius omega Heavy tank



The Macharius 'Omega' is a relatively new addition to the Imperial arsenal, armed with a mighty Omega-pattern Plasma Blastgun. The Omega-pattern Plasma Blastgun, unlike the Ryza-pattern found on Imperial Titans, is a more compact design that is easier to manufacture.

### Vehicles (Supper heavy tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Macharius	400	-4/8	13fx	1/12		-	+5	8	1200	300	2CX2t	125M	

Facing	DR
Front	1200
Back	500
Sides	1000
Top	500
Bottom	500
Sponsons/gunshield	x/1,1

Traditional armament (baneblade)	
Turret	Plasma blastgun
Sponsons	Heavy bolter/Heavy stubber/Heavy falmer
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x); Vox caster; search light

## Gorgon armoured assault transport



The Gorgon Armoured Assault Transport is a heavily-armored trench warfare vehicle designed to transport a large number of troops across no man's land. Designed specifically for this mission, the Gorgon has limited utility in other roles and is used primarily by siege regiments, most notable the Death Korps of Krieg.

### Vehicles (Super heavy tracked)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Gorgon armour assault transport	200	-3/5	13f	3/10	-	-	+5	7+50	450	200	2C8t(X)	500K	1
Gorgon armour assault transport (Mortars)	200	-3/5	13f	3/10	-	-	+5	4+50	450	200	2C2t2X(X)	500K	1

Notes:

1 – amphibious, in water Move 1/7

Facing	DR
Front	450
Back	160
Sides	400
Top	160
Bottom	400
Sponson	x/1,25
Gun shield	100

Traditional armament	
Turrets	2xheavy stubber
Sponsons	2xGorgon mortars/4xheavy bolter/4xheavy flamers/4xheavy stubber
Other	Hunter killer missile

Equipment: Smoke launchers (6 in front); Vox caster; search light

## Testudo



*The Testudo was an Armoured Personnel Carrier used by some Imperial Army regiments during the Great Crusade. It was lightly armoured and had a troop capacity of one squad. Rather than tracks, the vehicle had solid tires*

### Vehicles (Big wheeled)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Testudo	140	-1/5	11fx	5/23	-	-	+4	4+10	200	300	4WT(X)	115K	1

Notes:

1 – amphibious, in water Move 1/8

Facing	DR
Front	200
Back	130
Sides	150
Top	130
Bottom	130
Turret/sponsons	x/1,25

Traditional armament	
Top hatch	Storm bolter/heavy stubber/stubber
Turret	Autocannon/Multi-laser/Heavy bolter/Heavy flamer
Hull	Heavy bolter/Heavy flamer
Other	Hunter killer missile
Back	6xlasgun

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster; search light



## STeG 4



*Whilst the vehicle was originally meant for either PDFs or backwater Guard regiments, its capture by the Blood Pact has made it invaluable due to being used as a reconnaissance and patrol vehicle. In combat situations, it often provides immediate heavy weapons fire support to infantry squads; it is also frequently an escort vehicle for supply convoys.*

### Vehicles (Big wheeled)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
STeG 4	140	-2/5	10fx	5/23	-	-	+4	4	200	200	4WT(X)	75K	1

Facing	DR
Front	200
Back	130
Sides	180
Top	180
Bottom	130
Turret	x/1,25

Traditional armament	
Top hatch	heavy stubber/stubber
Turret	Hypervelocity gun

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (6 tubes on turrets); Vox caster; search light

Pegasus armoured fighting vehicle



*The Pegasus Armoured Fighting Vehicle otherwise known as the Centaur AFV is a reconnaissance vehicle of the Imperial Guard.*

**Vehicles (Big wheeled)**

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Pegasus armoured fighting vehicle	120	-1/4	11fx	7/25	-	-	+3	5	150	350	4WT	60K	

Facing	DR
Front	150
Back	100
Sides	130
Top	100
Bottom	100
Turret	x/1,25

Traditional armament	
Turret	Multi-laser/Auto cannon/2xHeavy bolter/2xHeavy stubber/Auto launcher
Hull	Heavy bolter/Heavy flamer
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x); Smoke launchers (2 on each side); Vox caster; search light

Truck



*An ancient design that still founds use in 41<sup>st</sup> millennium.*

**Vehicles (Big wheeled)**

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Medium trucks	75	-1/4	12f	1/19	6,7	3,3	+4	1+2	5	110	G4W	10K	
Light trucks	70	-1/4	10f	1/26	6,4	3,6	+4	1+1	5	200	G4W	20K	
Heavy trucks	88	-1/4	10f	1/22	10,2	5	+4	1+2	5	220	G6W	25K	

Armed Truck



*An ancient design that still founds use in 41<sup>st</sup> millennium.*

**Vehicles (Big wheeled)**

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Medium trucks	75	-1/4	12f	1/19	6,7	3,3	+4	2+1	5	110	G4WX	11K	
Light trucks	70	-1/4	10f	1/26	6,4	3,6	+4	2	5	200	G4WX	21K	
Heavy trucks	88	-1/4	10f	1/22	10,2	5	+4	2+1	5	220	G6WX	26K	

Traditional armament	
Turret	Heavy stubber

Armoured Truck



An ancient design that still founds use in 41<sup>st</sup> millennium.

Vehicles (Big wheeled)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Armoured truck	88	-1/4	10f	1/20	-	5	+4	2	35	180	G6W2X	35K	

Traditional armament	
Turret	Heavy stubber/Multy-laser/Heavy bolter
Hull	Heavy stubber/Heavy bolter

## Ironstrider ballistarius



*The Ironstrider Ballistarius (plural — Ballistarii) is a walker used by Adeptus Mechanicus Skitarii.*

*Used as mobile artillery platforms, they are Gyroscopically balanced. These walkers are also equipped downlinks providing them with the sum knowledge of their enemies, making the deadly accuracy of the Ironstrider Ballistarius legendary.*

### Vehicles (Walker)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Ironstrider Ballistarii	100	+4/6	9x	3/12	-	-	+2	2	80	-	2LX2E	500K	

Traditional armament	
Main weapons	2xlas cannon/2xautocannon

## Sydonian Dragoon



*Sydonian Dragoons are a type of light walker used by Adeptus Mechanicus Skitarii.*

### Vehicles (Walker)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Sydonian Dragoon	100	+4/6	9x	3/12	-	-	+2	2	80	-	2L2E	500K	

## Armoured sentinel



*A Sentinel is a bipedal, all-terrain walker used by the Imperial Guard for a number of missions including reconnaissance and search-and-destroy.*

### Vehicles (Walker)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Armored sentinel	96	-2/4	9f	2/10	-	-	+2	1	100	130	2LX2g	47K	

Traditional armament	
Main weapons	Multi-laser/Las cannon/Heavy flamer/autocannon/ plasma cannon
Other	Hunter killer missile

Equipment: Vox caster; search light

## Scout sentinel



*A Sentinel is a bipedal, all-terrain walker used by the Imperial Guard for a number of missions including reconnaissance and search-and-destroy.*

### Vehicles (Walker)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Scout sentinel	88	-1/5	9f	3/12	-	-	+2	1	80	150	2LXE	45K	

Traditional armament	
Main weapons	Multi-laser/Las cannon/Heavy flamer/autocannon
Other	Hunter killer missile

Equipment: Vox caster; search light

## Elysian pattern drop sentinel



*The Elysian Pattern Sentinel or Drop Sentinel are a variant used exclusively by 6 of the Imperial Guard such as the Elysian Drop Troops. More compact than other versions and fitted with Grav-chutes, Drop Sentinels are deployed from high orbit or mounted inside Valkyrie airborne assault carriers in order to quickly enter the combat zone. For this purpose they have modifications made to their power plant and cab to allow it to fit inside a transport once its legs are folded away. Unlike other patterns, Drop Sentinels are generally not used as scouts, instead filling the role of mobile heavy support for drop regiments that otherwise lack ground-based armoured vehicles or heavy weapons. One of such battles was when Drop Sentinels of the 23rd Elysian Regiment were engaged in assault and the subsequent defence of Hydro-plants 23-30. The battle raged for three days and all of the Regiment's 42 vehicles were destroyed. The normal weapons configuration is either a Heavy Bolter or Multi-melta.*

### Vehicles (Walker)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Drop sentinel	88	-1/5	9f	3/12	-	-	+2	1	80	150	2LXE	45,5K	

Traditional armament	
Main weapons	Heavy bolter/Multi-melta
Other	Hunter killer missile

Equipment: Vox caster; search light; Grav-chute

## Support sentinel



*The Support Sentinel is a heavily-armed variation designed to provide immediate fire support, either as part of a Sentinel company or attached to infantry platoons. It is armed with a Multiple Rocket Pod for anti-infantry firepower, or a Missile Launcher capable of firing Frag and Krak missiles. It is also modified with additional range-finder and target acquisition gear, including a Targeter mounted on a telescopic periscope, allowing those armed with a Missile Launcher to fire at targets outside their line of sight. Additional modifications include an armoured screen to protect the pilot against missile jet-wash, and a Drop pattern variant which incorporates the Drop Sentinel's design features. Support Sentinels are uncommon, with each Sentinel company lucky to have one or two squadrons, so they are highly valued by their commanders.*

### Vehicles (Walker)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Support sentinel	88	-1/5	9f	3/12	-	-	+2	1	80	150	2LXE	45,5K	

Traditional armament	
Main weapons	Multiple rocket pod/Missile launcher pod
Other	Hunter killer missile

Equipment: Vox caster; search light; Rage finder; Periscope with optic (2x; 4x; 8x)



## Sentinel powerlifter



*Sentinel Powerlifters are a rear-echelon variant used primarily for loading and unloading equipment and supplies. These Sentinels are equipped with large hydraulic claws, also known as a Powerlifter, easily capable of crushing a man to death, along with a counterweight mounted on the rear to prevent it from tipping over. They are a common sight on airfields, space ship flight decks, and artillery positions, but will only be called upon to defend their position as a last desperate measure.*

### Vehicles (Walker)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Sentinel powerlifter	88	-1/5	9f	3/12	-	-	+2	1	80	150	2LAE	40K	

Equipment: Vox caster; search light

## Jump sentinel



*The Jump Sentinel is a variant of the Sentinel equipped with Jump Packs. It is known to have been used by the Imperial Army during the Horus Heresy.*

### Vehicles (Walker)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Jump sentinel	96	-2/4	9fx	2/10	-	-	+2	1	100	130	2LX2g	120K	

Traditional armament	
Main weapons	Multi-laser/Las cannon/Heavy flamer/autocannon/
Other	Hunter killer missile

Equipment: Vox caster; search light; Jump pack

## Catachan pattern sentinel



*The Catachan Pattern Sentinel originated on Catachan and is often employed by other regiments native to Death Worlds. Adapted towards the claustrophobic close-quarters common to jungle fighting, it is armed with a Heavy Flamer and carries a massive chainsaw cutting tool, useful not only for clearing brush but also the enemy as well.*

### Vehicles (Walker)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Catachan Sentinel	88	-1/5	9f	3/12	-	-	+2	1	80	150	2LXEA	45.5K	

Traditional armament	
Main weapons	Multi-laser/Las cannon/Heavy flamer/autocannon
Arm	Chain sword
Other	Hunter killer missile

Equipment: Vox caster; search light

## Void pattern sentinel

*A pattern design to operate in void of space. It has presurised cabine and magnetised feet. It is still possible to use this vehicle on planetary surface.*

### Vehicles (Walker)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Void sentinel	96	-2/4	10fx	2/10	-	-	+2	1	130	115	2LXA2g	100K	1

Notes:

1 – Has magnetised feet and air capacity for 5 hours.

Traditional armament	
Main weapons	Multi-laser/Las cannon / plasma cannon/Multi-melta/ Missile launcher pod
Other	Hunter killer missile
Arm	Chain sword

Equipment: Vox caster; search light; Optic sight (2x; 4x; 8x)

Serberys mount



Swift mechanical constructs whose razor-clawed limbs allow them to manoeuvre easily over shattered terrain, riders are mag-locked into gyro-stabilized positions to ensure stability in combat.

Vehicles (Walker)/ Riding (horse)-3

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Serberys mount	40	+2/10	12	4/16	-	-	+1	1	45	500	4LET	350K	1

Notes:

1 – Legs are equipped with claws (sharp claws); If the rider is equipet with augmentation that allow them to connect with the mount they change Hdm to +8.

Serberys sulphound



Swift mechanical constructs whose razor-clawed limbs allow them to manoeuvre easily over shattered terrain, riders are mag-locked into gyro-stabilized positions to ensure stability in combat.

Vehicles (Walker)/ Riding (horse)-3

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Serberys mount	40	+2/10fx	12	4/16	-	-	+1	1	45	500	4LET	350K	1

Notes:

1 – Legs are equipped with claws (sharp claws); If the rider is equipet with augmentation that allow them to connect with the mount they change Hdm to +8.

Traditional armament	
Main weapons	Sulphur breath

## Valkyrie



*The Valkyrie Airborne Assault Carrier is a heavily armed Imperial Aircraft with VTOL (Vertical Takeoff Or Landing) capabilities, used to ferry special forces such as Storm Trooper Squads and Drop Troop Regiments such as the Elysian Drop Troops and Harakoni Warhawks to and from combat zones.*

### Vehicles (Airplane)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Valkyrie	148	+2/2	12fx	10/275	-	-	+5	2(4)+12	200	-	WiG2H3X	5M	

Facing	DR
Front	200
Back	110
Sides	150
Top	150
Bottom	150

Traditional armament	
Hull	Multi-laser/Las cannon
Wings	2xlas cannon/Multiple rocket pods/Hunter killer missile/napalm bomb
Doors	Heavy bolter
Other	Hunter killer missile

Equipment: Optic sight (2x; 4x; 8x); Range finder; Vox caster; search light

## Tauros



*The Tauros Rapid Assault Vehicle is a sturdy all-terrain vehicle used mainly on the frontier worlds of the Imperium. They used by the Explorators team and even various brigands and renegades. Some have been adapted to serve in specialised Imperial Guard Regiments, notably the Elysian Drop Troops.*

### Vehicles (Automobile)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Tauros	60	0/4	11f	5/33	-	-	+2	2	10	400	4WX2E	20K	

Traditional armament	
Main armament	Flamer/Lascannon/Auto launcher

## Tauros Venator



*The Tauros Venator is a further modified version of the Tauros, the principle change being the replacement of the standard anti-infantry weapon with a twin set of heavier weapon such as Autocannons or Lascannons. The increased energy/munition reserves required for this weapon means the rear of the vehicle has to be extended and an extra pair of wheels installed to maintain vehicle stability. These modifications prevent the Tauros Venator from being airlifted by a standard Valkyrie, they are thus carried into combat by Sky Talon Valkyries, which are equipped to deal with heavy loads.*

### Vehicles (Automobile)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Tauros Venator	65	-1/5	11f	4/30	-	-	+3	2	10	400	6WT2E	25K	

Traditional armament	
Main armament	2xLascannon/2xautocannon

Equipment: Optic sight (2x; 4x; 8x); Range finder; search light

## Goliath Truck



*The Goliath is a type of Imperial construction and mining vehicle. These rugged machines are frequently used by Genestealer Cults when they march to war.*

*Built to the blueprints of a ubiquitous STC, Goliath Trucks are rugged transports originally designed to bear Imperial factotums through crypt complexes and mining tunnels. The vehicle's dense and robust construction makes it proof against the most hostile of underground environments, and its folded layers of chemically treated permasteel give it a measure of protection against every industrial hazard the Imperium has yet encountered. Even an unmodified Goliath truck can survive acid storms, hurricanes, malfunctioning rad-chambers, and volatile toxin eruptions. Whilst the Genestealer cult lies quiet, its Goliaths are used in everything from subterranean transit to stockpiling munitions. The duraglass screens inside each vision slit can be raised to make the vehicles airtight – as useful for surviving the choking confines of a hazard mine as the poisonous atmosphere of battle.*

### Vehicles (Automobile)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Goliath truck (Loader)	68	-1/5	12f	2/24	-	-	+3	2+10	150	375	4WA	70K	
Goliath truck (armed)	68	-1/5	12f	2/24	-	-	+3	2+10	150	375	4WTX	69K	

Facing	DR
Front	150
Back	80
Sides	120
Top	150
Bottom	25

Traditional armament (armed)	
Crane replacement	2xautocannon/Mining laser
Top hatch	Heavy stubber

Equipment: search light

## Achilles ridgerunner



A common mining, exploration, and construction vehicle in the Imperium, the Achilles Ridgerunner is employed by mining guilds and geological surveyors. Ridgerunners range into deadly frontier environment, their pilots scanning for promising resources and communicating their locations back to base. The Mining Lasers mounted on the vehicle are typically used to unearth rich seams of minerals, but these powerful energy emitters can also be lethal to armor and flesh. Standard armament also includes Heavy Stubbers to repel hostile fauna, raiders, or xenos threats. Their heavy chassis and rigorous suspension also makes them well-suited for bombed-out cities and urban terrain.

### Vehicles (Automobile)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Achilles ridgerunner (Civilian)	50	0/5	12f	5/75	-	-	+3	1+2	75	800	4WX	50K	
Achilles ridgerunner (Armed)	50	0/5	12f	5/75	-	-	+3	1+2	75	800	4W3X	50K	

Facing	DR
Front	75
Back	50
Sides	75
Top	75
Bottom	40

Traditional armament (armed)	
Back	Mining laser
Hood	2xHeavy stubber

Equipment: search light

Military car



Old desing that is still used in 41<sup>st</sup> millennium.

**Vehicles (Automobile)**

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Military car	59	0/3	11f	2/32	2	0,5	+2	1+3	4	300	O4W	7,5K	
Military all terrain vehicle	60	+1/3	11f	2/28	2,2	0,4	+2	1+3	4	250	O4W	7,5K	1

Note:

1 – Amphibious move 1/3 in water

Armed car



Old desing that is still used in 41<sup>st</sup> millennium.

**Vehicles (Automobile)**

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Military car	59	0/3	11f	2/32	2	0,5	+2	2+2	4	300	O4WX	7,8K	
Military all terrain vehicle	60	+1/3	11f	2/28	2,2	0,4	+2	2+2	4	250	O4WX	7,8K	1

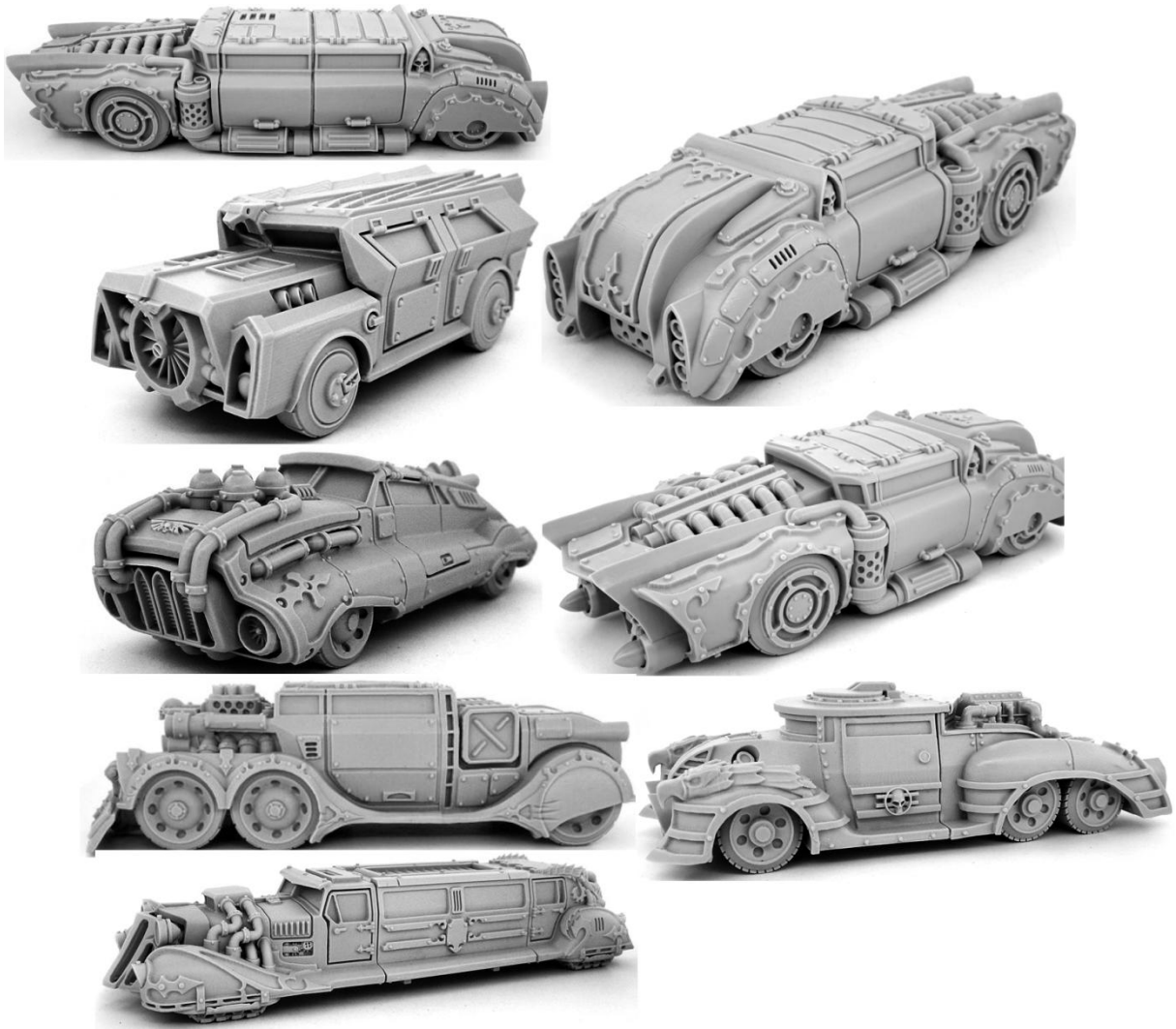
Note:

1 – Amphibious move 1/3 in water

Traditional armament	
Main armament	Heavy stubber/Lascannon/Rocket launcher/Auto cannon/Multi-laser/Heavy bolter



## Civilian car



*Old desing that is still used in 41<sup>st</sup> millennium.*

### Vehicles (Automobile)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Civilian car	53	0/4	11f	2/55	1,8	0,6	+3	1+4	4	500	G4W	15K	
Civilian Terrain vehicle	157	0/4	11f	2/50	2,1	0,6	+3	1+4	4	500	G4W	45K	
Luxury civilian car	57	0/4	11f	3/57	2,1	0,4	+3	1+4	4	500	G4W	30K	
Civilian sport car	57	+1/4	10f	3/75	1,8	0,4	+3	1+3	4	500	G4W	85K	
Civilian Van	68	-1/4	11f	2/45	3,5	1	+4	1+7	4	650	G6W	25K	
Civilian limousine	57	-1/4	10f	3/47	2,2	0,7	+4	1+11	4	400	G4W	100K	
Civilian pickup	57	0/4	11f	2/45	2,2	0,85	+3	1+1	4	450	G4W	20K	

## Bike



*Certain Rough Rider units of the Imperial Guard use mechanical bikes as mounts; although much less robust and heavily armed than their Space Marine counterparts, these bikes are used in very similar roles.*

### Vehicles (Motorcycle)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Bike	33	+1/2	11f	8/55	-	-	0	1+1	4	200	E2W	8K	

## Space marine Bike



*These vehicles are equipped with powerful engines, required to propel a fully-armoured Space Marine at high speeds, and boast highly-responsive controls required to perform complex battlefield maneuvers. They are able to be operated in a wide range of environments, from shifting dune seas to ice-strewn wastelands to rocky moonscapes, and are simple enough in design that their riders can perform repairs in the field if necessary. Their sturdy construction and wide, thick tires allows the bike to easily smash through rockcrete walls at full speed without harm to either bike or rider. The average bike weighed nigh on a ton.*

### Vehicles (Motorcycle)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Bike	45	+1/2	11fx	8/55	-	-	+1	1	75	250	E2W	25K	

Traditional armament	
Main armament	2xBolters/Astrates grenade launcher

## Space marine attack Bike



A variant of the Bike is the Space Marine Attack Bike, which includes a Heavy Bolter or Multi-Melta mounted on an attached sidecar. These heavy weapons, combined with the manoeuvrability of the Assault Bike, makes it excellent at rapidly deploying large amounts of heavy fire-power to those areas which require it urgently.

### Vehicles (Motorcycle)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Bike	55	+1/3	11fx	7/53	-	-	+1	1	75	220	2E3W	35K	

Traditional armament	
Main armament	2xBolters/Astrates grenade launcher
Side car armament	Heavy bolter/Multi-melta

## Imperial mounts

### Horses

#### Cavalry horse



*A horse bred to act as a fast cavalry horse.*

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
22	9	3	11	22	11	12	11	5	9	8	+1

**Traits:** Combat reflexes; Domestic animal; Enhanced move 1 (ground); Hooves; Peripheral vision; Quadruped; Weak bite

**Skill:** Brawling-10; Mount-12

**Price:** 4000

#### Heavy warhorse



*A horse bred to act as a hard hitting steed.*

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
24	9	3	12	24	11	12	12	5,25	9	7	+1

**Traits:** Combat reflexes; Domestic animal; Enhanced move 1 (ground); Hooves; Peripheral vision; Quadruped; Weak bite; Bad temper (12)

**Skill:** Brawling-12; Mount-13

**Price:** 5000

## Krieg steed



The product of extreme genetic engineering, these distant relatives of ancient Terran horses are grown in vitaegenic cloning vats beneath the surface of Krieg and under the watchful eye of the Adeptus Mechanicus Magos Biologis, who individually number brand them. Nearly hairless, with a longer neck and broader shoulders and girth, these horses' superior strength and splayed feet allow them to power through thick mud and leap trenchlines easily, while numerous additional organs including osmotic lungs allow them to survive unscathed on even the most toxic battlefield. Sub-dermal organic armoring and a fully-integrated drug injection system with combat stimulants and palliatives not only makes Krieg horses fearless in battle but far more aggressive than normal and virtually impossible to put down short of massive bodily trauma. However the horse's unstable body chemistry must be constantly monitored by the Death Rider and counterbalanced with additional chemicals..

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
28	9	3	12	28	11	12	12	5,25	9	8	+1

**Traits:** Combat reflexes; Domestic animal; Enhanced move 1 (ground); Peripheral vision; Quadruped; Weak bite; Bad temper (12); Claws (sharp claws); Damage resistance 10; Fearlessness 5; Hard to kill 1; Hard to subdue 1; High pain threshold; Radiation tolerance 1; Resistance (poison) (+8); Maintenance (Physician (Equines)) (Daily); Unusual Biochemistry

**Skill:** Brawling-12; Mount-13

**Price:** 10000

## Lizards

### Mukaali



*Mukaali are a type of xenos utilized by Tallarn Desert Raiders Rough Riders. Sometimes locally referred to as 'Sand Pacers' these are desert-dwelling herbivores, used as large mounts, and are indigenous to the Desert World of Goru-Prime. Tallarn has an agreement with Goru-Prime to import thousands of Mukaali's every ten years. Mukaali are capable of living for long periods of times without food or water, but conversely have very poor tolerance to cold climates. Their thick hides generally have a mottled blue/grey colouring, running to a brown/pink underbelly. Trained Mukaali are somehow dim-witted but well-tempered and placid creatures, lacking any natural aggression - even males can't fight and faced with danger unmounted Mukaali always flees*

*The main Mukaali advantage over a horse is its exceptional endurance and load bearing capability. Their feet are specifically crafted to move over sand at high speeds, and large soft pads help spread their weight to avoid sinking in soft sand. Because of these evolutionary advantages, Mukaali-mounted Rough Rider squadron can range further afield and carry more equipment than a horse-mounted squadron.*

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
25	9	3	12	25	10	11	12	4,75	9	6	+1

**Traits:** Domestic animal; Enhanced move 1 (ground); Hooves; Peripheral vision; Quadruped; Lifting strength 9; Damage resistance 3; Reduce consumption 2; Fearfulness 1 ; Cold-Blooded

**Skill:** Brawling-8; Mount-13

**Price:** 4000

## Grox



The Grox is a large, fast and aggressive reptilian animal originating from the Solomon system. When the system was absorbed into the Imperium, it was discovered the animal possessed many useful traits, such as the ability to survive in almost any environment and to thrive on even the most indigestible food. Grox meat itself is also extremely palatable and nutritious. Because of their value as livestock they have since been introduced to other worlds throughout the entire galaxy, so that the Grox is now the most common type of livestock animal throughout the Imperium.

The only drawback to the Grox is their aggressive and vicious temperament. They will usually charge any creature on sight, including other Grox. They are also large, fast and dangerous beasts, about five meters long and well-muscled. They are territorial and like their privacy, so attempting to herd Grox together would easily drive them into a rage. The solution used is to lobotomise most of the stock while keeping the breeding animals sedated by drugs or suppressed with electro-pulsers wired directly into their small brains. Even with these precautions accidents still happen, so Grox are usually kept on agri worlds and isolated from human settlements.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
45	12	5	12	45	10	12	12	6	9	6 (ground)	+2

**Traits:** Claws (Sharp claws); Damage resistance 20; Mimicry; Striker (piercing); Teeth (sharp); No fine manipulator; Enhanced move (ground); Bad temper

**Skills:** Brawling-17; Mount-11

**Price:** 10000

## Catachan Jungle lizard



The Catachan Jungle Fighters utilize unique Rough Riders, who fight atop one of the mighty Giant Reptiles native to Catachan's deadly jungles.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
20	10	3	12	20	11	12	12	5,5	9	8	+1

**Traits:** Claws (talons); Damage resistance 10; Striker (piercing); Teeth (sharp); Enhanced move (ground); Bad temper; Combat reflexes; Cold blooded; Berserk; Bloodlust

**Skill:** Brawling-15; Mount-13

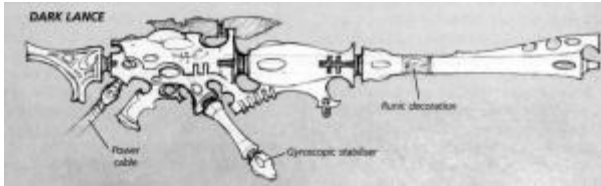
**Price:** 10000

# Dark Eldar Armory

## Laser weapons

### Lance weapon

#### Dark lance



The most commonly seen example of Darklight Weaponry is the Dark Lance. Similar in construction to the Bright Lance of their Eldar cousin's forces, a Dark Lance is redesigned to allow for the use of Darklight ammunition. It's commonly found mounted on Raiders and Ravagers, although Kabalite Warriors are seen carrying them across the battlefield as well. The device uses magnetic containment and stabilization fields to prevent the Darklight from damaging the weapon or its user. The Darklight is accelerated very rapidly down the barrel by these same containment fields. Upon making contact with its target, it reacts very violently, tearing through armor regardless of thickness or composition, and in the event of the Dark Lances use on infantry, it's incredibly rare that any sign of the unfortunate target is left whatsoever.

Ammo: Darklight battery (CPS: 600)

#### Gun/Gunner (Heavy las weapon)

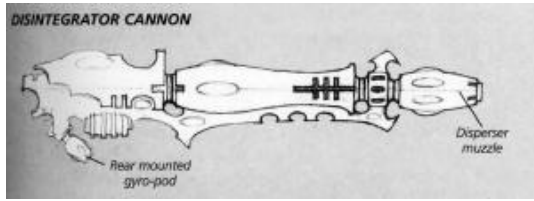
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Dark lance	8dx5 (8) Tight-beam	7	1400/4350	25/15	1	25(3)	13	-8	1	30000	



## Plasma weapons

### Heavy disintegrator weapons

#### Disintegrator cannon



*The Disintegrator Cannon is a Dark Eldar weapon, able to fire burst of particles of unstable matter from a stolen sun. It is similar to Imperial plasma weapons but more sophisticated and does not suffer from the same over-heating problems. It remains cool even in the fiercest battles despite the ravaging energies housed within.*

Ammo: Disintegrator battery (CPS: 15)

#### Gun/Gunner (Heavy plasma weapon)

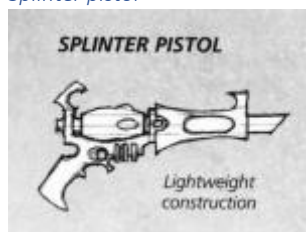
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Disintegrator cannon	4dx3(5)	4	1000/4000	45/10	8	250(5)	20	-6	2	18000	

## Splinter weapons

*Splinter Weaponry are the primary weapon type used by Dark Eldar forces. They all operate around the same general mechanism as a Rail-Gun, splitting off shards of a Neurotoxin that has been solidified into a crystal up into thousands of tiny splinters and then launching them at incredible speeds towards an enemy.*

### Splinter pistols

#### Splinter pistol



*The Splinter Pistol is the ranged weapon of choice for most the remainder of the Dark Eldar forces, finding frequent use in the ranks of Archons, Wyches, Reaver Jetbikers and most Sybarites and Dracons. Usually paired with a Monomolecular Knife or Claw and used as a pair for added effectiveness in assaults. The Splinter Pistol uses the same ammunition and firing mechanisms as the rifle, although compacted and therefore have shorter range, and with a smaller ammunition crystal to reduce the weight even further. Splinter Pistol crystals are therefore the most frequently impregnated with toxins, as they are the weapons that most need the added effect.*

Ammo: Poison block 1 (CPS 0,1)

#### Gun (Shuriken pistol)

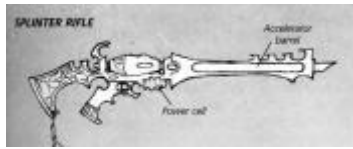
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Splinter pistol <i>Linked</i>	3d(3) pi- 2d toxic	2	75/500	2/1	3	50(3)	9	-2	1	300	1

Notes:

1 – If the target is damaged by linked damage, it must roll HT-1. If the roll is failed the is paralysed for (15-HT)x10s for minimum of 1s. This roll must be repeated every 5s that the shard was not removed from target.

## Splinter rifle

### Splinter rifle



The most common weapon in the Dark Eldar Armoury, the Splinter Rifle is used by nearly every citizen of Commorragh at some point in their lives. It is the standard weapon of choice for Kabalite Warriors. The weapon is lightweight and usually sports Monomolecular Blades for added functionality in melee combat. It features a medium sized ammunition crystal to reduce weight while still maintaining a decent amount of ammo before the user needs to reload.

The gun houses an ammunition disintegration generator to break up the crystal into shards, along with a cyclic ammunition feeder to house the shards before firing. Once fired, it routes the energy used to disintegrate the ammunition crystal through a magno-electric impulse chamber that accelerates the crystal to supersonic speeds, rocketing it towards its intended target.

Ammo: Poison block 2 (CPS: 0,01)

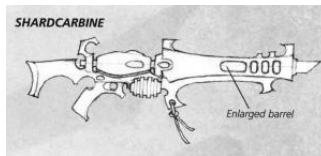
#### Gun (Shuriken catapult)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Splinter rifle <i>Linked</i>	4d(3) pi- 2d toxic	4	200/900	7/1	8!	100(3)	10	-5	1	450	1

Notes:

1 – If the target is damaged by linked damage, it must roll HT-1. If the roll is failed the is paralysed for (15-HT)x10s for minimum of 1s. This roll must be repeated every 5s that the shard was not removed from target.

### Shardcarbine



The Shardcarbine has an enlarged barrel able to launch even greater volleys of toxic crystal-ammunition than the normal Splinter Rifle without interrupting the shooter at all. This weapon's range is little bit shorter than a splinter rifle and is favoured by Scourges. Some Trueborns prefer this gun over others they would be able to possess.

Ammo: Poison block 2 (CPS: 0,01)

#### Gun (Shuriken catapult)

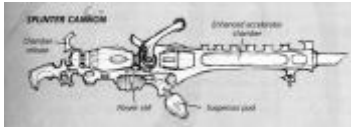
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Shardcarbine <i>Linked</i>	4d(3) pi- 2d toxic	3	150/500	7/1	12!	100(3)	10	-5	1	600	1

Notes:

1 – If the target is damaged by linked damage, it must roll HT-1. If the roll is failed the is paralysed for (15-HT)x10s for minimum of 1s. This roll must be repeated every 5s that the shard was not removed from target.

## Heavy splinter weapons

### Splinter cannon



The Splinter Cannon is much more expensive to produce, as it incorporates several additions to allow the user to fire this large, bulky weapon even while charging into assault.

The primary additions are a semi-liquid stabilization mechanism housed approximately in the center of the cannon, to provide a counterweight to the constantly fluctuating center of gravity on the weapon. Second, an auto-burst trigger will continue to fire splinters for four to five seconds after it has been pulled, in case the user loses his grip temporarily during the charge. Finally, and possibly most important, is the addition of magneto-impulse directional spines along the barrel, and a secondary power generator housed in the back of the cannon, to prevent stalling or improper functioning. These directional spines provide additional magnetic field stability, preventing the splinters from exiting the barrel traveling at an awkward angle or hitting the inside of the barrel and causing damage to the weapon.

The Splinter Cannon otherwise contains the same mechanism for loading and firing ammunition, and comes with a very large ammunition crystal to allow for extended use of the cannon regardless of its high rate of fire.

Ammo: Poison block 3 (CPS: 0,01)

#### Gun (Automatic heavy shuriken weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Splinter cannon <i>Linked</i>	4d(3) pi- 2d toxic	5	300/1200	14/5	24!	600(5)	12	-8	1	5000	1

Notes:

1 – If the target is damaged by linked damage, it must roll HT-1. If the roll is failed the is paralysed for (15-HT)x10s for minimum of 1s. This roll must be repeated every 5s that the shard was not removed from target.

## Liquifiers

*Liquifier gun*



*Liquifier guns are Dark Eldar weapons which spray a huge amount of potent acid that melt through body and armour alike. Minions of feared Haemonculi usually have built-in liquifier guns from which they can fire their own acid-like blood onto the enemies.*

Ammo: Acid mix (CPS: 50)

### **Liquid projector (Liquifier)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Liquifier	5d (2) cor	-	35	5/20	Jet	25(6)	10	-2	-	1000	-

### Dark Eldar explosives

Weapon	Damage	Weight	Fuse	Notes	Cena
Plasma grenade	8d(2) [2d] ex cru	1	Impact	1	50

Notes:

1 – DR is applied to entire explosion, not only the direct hit.

## Dark Eldar melee weapons

### Monoblade weapons

#### *Monoblade bayonets*

#### **Two-handed axe/mace**

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Dark eldar bayonet	Thr+3 (2) imp SW+3 (2) Cut	1	0	1	8		120

## Dark Eldar armours

### Ghostplate armour

*Ghostplate Armour is worn by Dark Eldar and favoured amongst Archons, who wish to combine substantial protection with great mobility. The armour itself is fashioned from hardened resins containing pockets of lighter-than-air gas. It also incorporates mini-forcefield projectors for additional protection.*

Armor	Location	DR	Weight	Notes	Price
Ghostplate armour	Torso, groin, hands, legs, feets, arms, neck	40	12		8000
Ghostplate helmet	Skull, face, eyes	40/10	3	1	800
Forcefiels	All	10	-	2	1500

Notes:

1 – Second DR is for eyes.

2 - Has 2000 units of energy. Every minute the field is on, it consumes one. For every 1 damage the field stops 1 unit of energy is consumed. Without energy the field will turn off. Cost per unit is 50.

### Kabalite armour



*Due to the Dark Eldar's desire for speed and dexterity over defensibility, their armour is a thin, light-weight flexible bodysuit, pressurised to allow Warriors to traverse the vacuum of space. Just like standard-issue Eldar suits, they respond to neural impulses from their wearer and harden on command, allowing for the Warriors to shrug off civilian-grade firepower, but requiring them to rely on their superior combat abilities and quick reflexes to survive the engagement against more challenging targets.*

Armor	Location	DR	Weight	Notes	Price
Kabalite armour	Torso, groin, hands, legs, feets, arms, neck	30	15		1500
Kabalite helmet	Skull, face, eyes	30/10	3	1	200

Notes:

Second DR is for eyes



## Eldar vehicles

### Venom



*The Venom is a fast and agile anti-grav vehicle with a small transport capacity used by the Harlequins[1], Eldar Corsairs, and the Dark Eldar. In size and nimbleness it is comparable to the Vyper used by the Eldar Craftworlds or the Sky-Chariot of the ancient Eldar Empire.*

#### Vehicles (Skimmer)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Venom	60	+4/3	9fx	12/100	-	-	+2	2+5	90	-	G6EWiX	100K	

Facing	DR
Front	60
Back	60
Sides	60
Top	60
Bottom	60

Traditional armament	
Hull	2xsplinter rifle/Splinter cannon
Top	Splinter rifle/Splinter cannon/ Disintegrator cannon

Equipment: Radio

## Raider



Raiders are the main transports of the Dark Eldar. Fast but very lightly armored, they are highly vulnerable to enemy infantry, even those who are not primarily tank hunters.

### Vehicles (Skimmer)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Raider	160	+4/3	9fx	6/50	-	-	+2	2+10	160	-	T2E2H2Wi	400K	

Facing	DR
Front	160
Back	160
Sides	160
Top	160
Bottom	160

Traditional armament	
Hull	Dark lance/Splinter cannon/Disintegrator cannon

## Dark Eldar drugs

### *Hypex*

*Used by Dark Eldar Wych Cults. Increases the user's initiative.*

Drug need to be injected. The user gains +0,5 basic speed. Effect last for 5 hours.

Price per dose: 20

### *Serpentin*

*Used by Dark Eldar Wych Cults.*

Drug need to be injected. The user gains +2 DX. Effect last for 5 hours.

Price per dose: 20

### *Grave lotus*

*Used by Dark Eldar Wych Cults.*

Drug need to be injected. The user gains +5 ST. Effect last for 5 hours.

Price per dose: 20

### *Painbringer*

*Used by Dark Eldar Wych Cults.*

Drug need to be injected. The user gains +1 HT, hard to kill 2 and hard to subdue 2. Effect last for 5 hours.

Price per dose: 20

### *Splintermind*

*Used by Dark Eldar Wych Cults.*

Drug need to be injected. The user gains Fearless 5. Effect last for 5 hours.

Price per dose: 20

### *Adrenalight*

*Used by Dark Eldar Wych Cults.*

Drug need to be injected. The user gains Berserk and high pain threshold. Effect last for 5 hours.

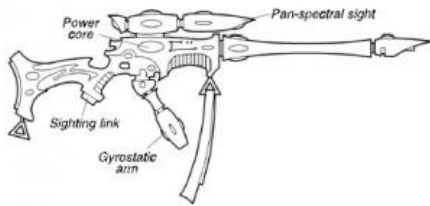
Price per dose: 20

# Eldar Armory

## Laser weapons

### Laser rifle

#### Ranger long rifle



The Ranger Long Rifle is an Eldar long-barreled Sniper Rifle favoured by Rangers and Pathfinders. While equivalent in function to the Imperial Long-Las, the long rifle is custom-grown to take advantage of the superior abilities of the Eldar, and its psychically-grown firing crystals maintain a tighter beam over longer distances. Its highly sophisticated sights allows the sniper to locate weak points in an enemy's armour and exploit them to devastating effect.

Munice: Ranger rifle battery (CPS: 0,06)

#### Gun (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Ranger long rifle	8d(2) Tight-beam	9	1000/4000	7/2	1	80(3)	10	-6	1	1500	1

Notes:

1 – malfunction 18+

#### Lasblaster



The Lasblaster is the ritual laser weapon of the Swooping Hawk Aspect Warriors. This rapid-firing weapon is similar in function to the clumsy Lasgun of the Imperium but is far more advanced and energy efficient. The Lasblaster is also commonly used by Eldar Corsairs as well.

Ammo: Lasblaster pack 1 (CPS: 0,04; CPS)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasblaster	7d Tight-beam	7	700/3300	6/2	16!	300(3)	8	-4	1	1000	1

Notes:

1 – malfunction 18+

#### Cloudsweeper

The Cloudsweeper is a variant of the Lasblaster that fires at three-round-bursts, rather than the traditional single shot — mildly sacrificing some accuracy for rate of fire.

Ammo: Lasblaster pack 1 (CPS: 0,04; CPS)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Cloudsweeper	7d Tight-beam	8	700/3300	6/2	3x3	100(3)	8	-4	1	1000	1

Notes:

1 – malfunction 18+

## Heavy laser weapons

### Scatter laser



The Scatter Laser is a heavy laser weapon commonly used by the Eldar. Originally created for War Walkers and Wraithlords, is also acts as a support weapon for Guardian squads, where it is mounted on a Grav Platform. The weapon is comprised of six separate laser chambers which can be fired simultaneously or in bursts, at either the same or different targets, and uses crystalline power cells to store energy. It is similar in some respects to the Imperium's Multi-laser, but far more refined and energy-efficient. The Eldar name for this weapon is Sierbahn.

Ammo: Scatter battery 1(CPS: 0,5)

#### Gunner (Automatic Heavy las weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Scatter laser	7d (2) Tight-beam	8	1800/6500	-/20	28!	900(3)	-	-8	1	13000	1

Notes:

1 – Malfunction 18+

### Bright lance



The Bright Lance is an Eldar laser weapon and the equivalent of the Imperium's lascannon. It operates the same way, firing a concentrated laser-blast for destroying enemy vehicles, however the weapon is far more efficient thanks in part to the use of psychically grown crystals. Its is also more accurate than a lascannon, making armor below a certain thickness redundant.

Ammo: Bright lancebattery 1 (CPS: 10)

#### Gun/Gunner (Heavy las weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Bright lance	8dx5 (7) Tight-beam	10	2900/8700	-/20	1	1(3)	-	-10	1	50000	

## Shuriken weapons

*Shuriken Weaponry are weapons almost unique to the Eldar, as this technology is extremely advanced and very difficult to replicate. The Eldar make widespread use of shuriken weaponry, which ranges in size from personal sidearms to massive tank-mounted cannons, and all operate on the same principles. The art of using a shuriken weapon is one that most Eldar will learn, if only for a period of time as part of a Guardian squad, though many Aspect Shrines give great focus on how to wield these deadly weapons.*

### Shuriken Pistols

#### Shuriken pistol



*The Shuriken Pistol is the smaller version of the Shuriken Catapult and is fired one-handed. Shurikens fired from the pistol are identical to those used in catapults, but the weapon itself has a shorter barrel and smaller energy capacity, resulting in limited range, rate of fire and power. Humans sometimes refer to this weapon as a slinger or sling pistol, while its Eldar name is murehk.] It is a common backup sidearm for many Eldar warriors, and is one of the primary weapons of the Howling Banshees and Striking Scorpions.*

Ammo: Shuriken block 1 (CPS: 0,01)

#### Gun (Shuriken pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Shuriken pistol	6d (1,5) cut	3	75/500	2/1	15!	200(3)	9	-2	1	300	1

Notes:

1 – Malfunction 18+

## Shuriken catapults

### Shuriken catapults

#### Shuriken catapult



*The Shuriken Catapult is the standard type of shuriken weapon, firing razor-sharp monomolecular discs capable of slicing through flesh and penetrating a considerable thickness of plasteel armour. Humans sometimes refer to these weapons as star slingers or just slingers or sling guns, while its Eldar name is tuelean. The shuriken catapult is the basic weapon of the Guardians, the citizen-militia of the Craftworlds, and is incorporated to certain other systems such as Eldar Jetbikes.*

Ammo: Shuriken block 1 (CPS: 0,01)

#### Gun (Shuriken catapult)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Shuriken Catapul	8d (1,5) cut	7	75/500	6/1	20!	200(3)	10	-4	1	450	1

Notes:

1 – Malfunction 18+

#### Avenger Shuriken catapult



*The Avenger Shuriken Catapult is the standard weapon of the Dire Avenger Aspect Warriors. Compared to normal shuriken catapult the Avenger has an extended barrel, power feeds and inbuilt rangefinders, resulting in greater range and accuracy. Fully automatic the Avenger can fire 1,500 rounds per minute though at this rate it will deplete its ammunition core in just four seconds. Normally the Dire Avengers will use their weapon in semi-automatic mode, using precision to conserve their precious ammunition, and save full-automatic firing for close range assaults. While Avenger shurikens cannot punch through the heavy armour plating of Adeptus Astartes power armour, they will easily penetrate its weak points, including joints and eye lenses.*

Ammo: Shuriken block 1 (CPS: 0,01)

#### Gun (Shuriken catapult)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Avenger Shuriken Catapul	8d (1,5) cut	7+1	120/700	7/1	25!	200(3)	10	-4	1	600	1

Notes:

1 – Malfunction 18+

## Heavy shuriken weapons

### Shuriken cannon



*The Shuriken Cannon is a much larger version of the shuriken catapult. While it works in a similar way to smaller shuriken weaponry, it includes a number of additional features, such as an elongated ammunition coil, a triple accelerator field, and a stabilizing gyroscopes. They are generally mounted on Guardian Grav Platforms and Eldar vehicles.*

Ammo: Shuriken block 2 (CPS: 0,02)

#### Gun (Heavy shuriken catapult)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Shuriken cannon	14d (1,5) cut	9	200/700	25/15	30!	800(3)	15	-7	1	1000	1

Notes:

1 – Malfunction 18+



# Mandiblaster

Mandiblaster



andiblasters are an Eldar weapon system in the form of pods built into either side of the helmets of Striking Scorpions.

Known also as the Scorpion's Sting or the Sting of the Scorpion, Mandiblasters are neurally activated weapons which fire a hail of deadly metallic shards. These shards, while capable of cutting and lacerating flesh, are not particularly powerful alone; they act as a conductor to a follow-up intense laser burst. The laser flashes the slivers of metal into plasma, which can cause significant injury or death. Because of the neural activation of the device the accuracy is often very high and it makes an effective pre-combat rank thinner. However its range is very short, a meter or two at most, making it a weapon geared for close quarters combat. Eldar Autarchs who have mastered the Striking Scorpion war path still often utilise Mandiblasters when fighting in thick close quarter combat.

Ammo: Mandiblaster ammo (CPS: 20)

Gun (Mandiblaster)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Mandiblaster <i>Linked</i>	2d pi- 3d (2) burn	1	1/ 2	1/0,5	2	4(10)	7	0	1	1200	1

Notes:

1 – Malfunction 18+; must be attached to helmet; the weapon is activated by thought so it can be fired as a free action

## Eldar explosives

Weapon	Damage	Weight	Fuse	Notes	Cena
Plasma grenade	8d(2) [2d] ex cru	1	Impact	1	50

Notes:

1 – DR is applied to entire explosion, not only the direct hit.

## Eldar melee weapons

### Power weapons

#### Power swords



A Diresword is a type of Eldar Power Weapon wielded by Exarchs of the Dire Avengers Aspect Shrine. The weapon is unique, by way of that a potent Eldar spirit is contained within the blade. itself in the form of a Spirit Stone. When a blow is struck with the blade, the spirit will attempt to destroy the enemy's inner mind, killing them instantly. All Direswords are modeled after the legendary Sword of Asur, the first of its kind, carried by the first Phoenix Lord; Asurmen. The spirit contained within it is Asurmen's deceased brother Tethesis, allowing him to continue the fight against the Great Enemy of their people.

#### Broadsword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Diresword	Sw+9 (7) cut Thr+9 (7) imp	1	0	1	8	1	20K

Notes:

1 – If a target suffers damage, he needs to roll Will-2 and suffer D3 damage per point of failure.

#### Star glaive



The Star Glaive is a type of Power Weapon used by Eldar Autarchs.

#### Polearm

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Star glaive	Sw+10(7) cut Thr+11(7) imp	1;2	1U 1	6	9		15K

#### Mirrorsword



Mirrorsword

Mirrorswords are Eldar weapons used by Howling Banshee Exarchs. They are part of an ambidextrous sword-art using paired blades.

#### Broadsword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Mirrorsword	Sw+10 (7) cut Thr+9 (7) imp	1	1	1	8		15K

### Scorpion's claw



Scorpion's claw

*The Scorpion's Claw is a special Eldar Power Weapon used by Striking Scorpion Exarchs. This claw-shaped glove slips easily on to the arm and incorporates a Shuriken Catapult in the back, giving the Exarch both a powerful ranged and close combat weapon.*

#### Brawling; Boxing

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Scorpion's claw	+25 ST (7) Imp	1	0	11	11	1	20000

Notes:

1 – Weapon allows to attack with THR as if the strength of the attacker was higher by 25 and ads imp type of damage. All attacks have armour divisor of 7. After 500 hits, it will run out of energy and stops working. Charing cost 4 per hit. Hand with the power fist has DR of 50.

Ammo: Shuriken block 1 (CPS: 0,01)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Scorpion's claw	8d (1,5) cut	5	75/500	6/1	20!	100(3)	11	-2	1		1

Notes:

1 – Malfunction 18+

## Chain weapons

### Chain sabers



*Chainsabres are unique weaponry used by Striking Scorpion Exarchs.*

#### Chain saber

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Chain saber	Sw+2d+2(3) cut	1	Of	3	10	1	2500
Or	Thr+2d+2(3) imp	1	Of	-	10		

Notes:

1 – After 350 hits, it will run out of energy. Damage will change to Thr+1 or Sw+1. Charing cost 0,04 per hit.

### Biting blade



*The Biting Blade is a two-handed Chainsword used by Striking Scorpion Exarchs in combat. The advanced monomolecular-edged teeth of the blade tear through flesh as though it were parchment and equally shred bone and armour.*

#### Two-handed chain sword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Biting blade	Sw+5d-1 (3) cut	1;2	0	13	13	1	3500
	Thr+4d-1(3) imp	2	0		13		

Notes:

1 – After 350 hits, it will run out of energy. Damage will change to Thr+1 or Sw+1. Charing cost 0,04 per hit.

### Eldar chain sword

#### Chain broadsword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Eldar chain sword	Sw+2d+2 (3) cut	1	0	6	11	1	2500
	Thr+2d+2 (3) imp		0		11		

Notes:

1 – After 350 hits, it will run out of energy. Damage will change to Thr+1 or Sw+1. Charing cost 0,04 per hit.

Regular weapons

Eldar blade



A sword used by Storm guardians.

Chain saber

Weapon	Damage	Reach	Parry	Weight	ST	Notes	priec
Eldar blade	Sw+3(2) cut	1	0	2	10		100
Or	Thr+3(2) imp	1	0	-	10		

Eldar armour

Mesh armour



Mesh armour is commonly worn by Eldar Guardians. It is formed of tens of thousands of individual pieces of thermoplas interwoven to produce a dense material resembling reptile scales or chainmail. It becomes momentarily rigid when hit, spreading force across a larger area, thereby reducing the damage. The thermoplas also disperses heat rapidly, giving reasonable protection against energy weapons. The material is psychically sensitive, automatically reacting to the wearer's movements and thoughts to maintain a glove-tight fit as they move and fight. Guardian mesh armour also contains additional features, including an independent air supply and heat-sensing lenses.

Armor	Location	DR	Weight	Notes	Price
Mesh armour	Torso, groin, hands, legs, feets, arms, neck	30	15		1200
Mesh Helmet	Skull, face, eyes	30/10	3	1	400

Notes:

1 – Second DR is for eyes. Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste. Has possibility for thermal vision. Together with suit creates vacuum proof system with 12 hours of air.

Aspect armour



Aspect Armour is manufactured by the Eldar for use by their specialist Aspect Warriors. They use psychic engineering to construct a psycho-sensitive material which reacts instantly to movement by the wearer and moulds and reshapes itself to provide a tight fit, making it ideal for combat. It stiffens on impact much like Mesh Armour although it also includes further rigid plating to reinforce it further. Dark Reapers, Shining Spears, Striking Scorpions, Warp Spiders and Fire Dragons all have heavier plate armour for improved protection when compared to Dire Avengers, Howling Banshees and Swooping Hawks, each one needing the extra manoeuvrability lost when using heavier armour.

Heavy Aspect Armour incorporates thick armored plates but retain great flexibility, and is known to be among the best in the galaxy.

Armor	Location	DR	Weight	Notes	
Aspect armor	Torso, groin, hands, legs, feets, arms, neck	40	19		15000
Aspect Helmet	Skull, face, eyes	40/10	4	1	900
Heavy aspect armor	Torso, groin, hands, legs, feets, arms, neck	90	30		60000
Heavy aspect Helet	Skull, face, eyes	90/20	6	1	20000

Notes:

1 – Second DR is for eyes. Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste. Has possibility for thermal vision. Together with suit creates vacuum proof system with 12 hours of air.



### Holo-suit

*Holo-suits (dathedi in Eldar, translated as "between colours") are used by the Harlequins.*

*Each contains a programmable holo-field which breaks up the outline of the wearer as they move. Whenever anyone wearing this armour moves, it appears that their outline explodes in a flash of light and when he stops the image reconstitutes itself. It is also known as a jigsaw field or domino field. Also, when the wearer stops moving his outline blends into the surrounding landscape. This makes them very hard to fight in combat, easily disorientating their enemies.*

Armor	Location	DR	Weight	Notes	
Aspect armor	Torso, groin, hands, legs, feets, arms, neck	5	1	1	20000

Notes:

1 – Anyone trying to hit a wearer will suffer -5 to his skill.; the wearer gain +4 to camouflage

## Eldar Vehicles

### War walker



Standing three meters tall, the War Walker is the smallest and lightest of the Eldar's many walking war machines. It is controlled by a single pilot who merges with its wraithbone core, entering a type of meditative state to become one with the machine; piloting a War Walker is often an Eldar's first step to eventually becoming the steersman of a Titan. The pilot is assisted by a myriad of advanced support and failsafe systems, including the use of Spirit Stones in some cases, while advanced gyroscopic-stabilization and articulated legs allow them to traverse even the roughest of terrain. The War Walker is fitted with a pair of heavy weapons, either Brightlances, Scatter Lasers, Shuriken Cannons, Starcannons or Missile Launchers, giving it the versatility to fulfill multiple roles. In order to preserve its mobility the War Walker lacks armour, though the pilot is protected by an array of shimmering force fields. These not only protect against enemy fire but blur and distort the machine's outline and location, giving it the same level of protection as a fully-enclosed vehicle.

#### Vehicles (Walker)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
War walker	75	+2/8	10x	4/12	-	-	+2	1	75	2000	2L2X	70K	

Traditional armament	
2 main weapons	Brightlances/ Scatter Lasers/ Shuriken Cannons/ Starcannons/ Missile Launchers

## Eldar mounts

### Megadon



*Megadons, known to the Exodite Eldar as Dragons, are large reptilian animals commonly found on Exodite Worlds. It is likely that the Megadons were at one point native to a particular planet or region, but early Exodite settlers have since spread them throughout the galaxy. The Exodites follow Megadon dragon herds as they graze in the endless grasslands of the great plains of their worlds. The Exodites share a close bond with Megadon herds, often riding them into battle.*

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
35	10	3	12	35	11	12	12	5,5	9	8	+1

**Traits:** Claws (Talons); Damage resistance 25; Striker (piercing); Teeth (Sharp); Enhanced move (ground); Combat reflexes; Cold blooded

**Skill:** Brawling-15; Mount-15

**Price:** 20000

### Pterosaur



*Pterosaurs are a winged Dinosaurs found on Exodite Worlds. They are sometimes used as war mounts for Exodites in war and can drop explosives onto foes below.*

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
22	10	3	12	22	11	12	12	5,5	9	6 (Ground) 7 (air)	+2

**Traits:** Claws (sharp claws); Damage resistance 5; Teeth (beak); Enhanced move (air); Combat reflexes; Cold blooded; Flight (winged, cannot hover)

**Skill:** Brawling-15; Mount-15

**Price:** 35000

## Rak'gol armoury

### Rad-beam weapons

#### Rad-beam rifles

##### *Rad-beam rifle*

*A beam-based weapon that produces a radiation. If it was not for the Rak'gol resistance it would be deadly to wielder almost as much to the target.*

Ammo: rad-beam battery 1 (CPS:1)

##### **Gun/Gunner (Lasgun)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Rad-beam rifle	8d(2) Tight-beam	5	200/1500	10/5	1	30(3)	11	-5	1	600	1

Notes:

1 – malfunction 16+, hit target is exposed by 2d rads, the bearer is hit by d3 rads

## Heavy rad-beam weapons

### *Rad-beam cannons*

*A heavy version of the rad-beam rifle.*

Ammo: rad-beam battery 2 (CPS: 5)

#### **Gun/Gunner (Heavy Las weapon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Rad-beam cannon	11d(3) Tight-beam	4	700/2500	30/10	1	15(3)	15	-6	1	1800	1

Notes:

1 – malfunction 16+, hit target is exposed by 2d+3 rads, the bearer is hit by d3+1 rads

## Projectile weapons

### Rifles

#### *Rak'Gol autorifle*

*An autogun created by Rak'Gols.*

Ammo: Rak'Gol round (CPS (normal): 0,7, CPS (HP): 0,7, CPS (AP): 1,05)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Rak'Gol autorifle	8d+1 pi+	4	700/4000	16/5	10!	60+1(3)	13	-5	4	600	1
Rak'Gol autorifle (AP)	6d-1 (2) pi	4	700/4000	16/5	10!	60+1(3)	13	-5	4	600	1
Rak'Gol autorifle (HP)	8d+1 (0,5) pi++	4	700/4000	16/5	10!	60+1(3)	13	-5	4	600	1

Notes:

1 – malfunction 16+

#### *Rak'Gol razorgun*

*The Razor Gun is a weapon that fires barbed slugs that spiral through flesh causing huge amounts of damage.*

Ammo: Rak'Gol razor round (CPS: 1)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Rak'Gol razorgun <i>linked</i>	5d(2) pi++ 1d cut	3	700/4000	10/2	8!	30+1(3)	12	-5	3	720	1

Notes:

1 – malfunction 16+

## Rak'gol melee weapons

Regular melee weapons

*Rak'Gol blades*

### Brawling

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Rak'Gol blades	Thr+1 (2)	C;1	+1	3	7	1	120

Notes:

1 – Gives DR 5 for arm.

## Rad weapons

### *Rad axes*

#### **Two-handed chain axe/mace**

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Rad axe	Sw+5 (4) cut	2;3	0U	20	13	1	5000
	Sw+4 (4) imp	2;3	0U		13	1	
	Thr+3 (4) imp	2;3	0U		13	1	

Notes:

1 – Hit target is exposed to 2d rads.



## Tau armoury

### Pulse weapons

#### Pulse pistols

*Pulse pistol*



*The Pulse Pistol is a small sidearm version of the Tau Pulse Rifle, issued to personnel only as a hold-out weapon for desperate situations.*

Ammo: Pulse round 1 (CPS: 0,1)

#### Gun (Pulse pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Pulse pistol	3dx3(2) Pi+	3	160/1800	3/1	3	30(3)	8	-2	2	540	1

Notes:

1 - Malfunction 18+

## Pulse rifles

### Pulse rifle



While about the size of an Imperial Lasgun, the Pulse Rifle is far more powerful. It fires a plasma pulse, which is generated when an induction field accelerates a particle which breaks down as it leaves the barrel. The small circular device near the end of the barrel - Gun Stabiliser - is a housing for a gyroscope that is part of an aim-stabilization system that allows the rifle to remain steady on target and angled for optimal firing at distance, regardless of factors like shaking hands. This helps to give pulse rifles a greater effective range than many other infantry weapons.

Ammo: Pulse round 2 (CPS: 0,2)

#### Gun (Pulse rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Pulse rifle	6dx3(2) Pi+	5	750/3000	7/1	3	50(3)	9	-5	2	690	1

Notes:

1 - Malfunction 18+

### Pulse Carabine



*The Pulse Carbine is a compact version of the Tau Pulse Rifle*

Ammo: Pulse round 2 (CPS: 0,2)

#### Gun (Pulse rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Pulse carbine	6dx3(2) Pi+	4	450/2800	6/1	8	50(3)	9	-3	2	690	1

Notes:

1 - Malfunction 18+

#### *Pulse blaster*



*The Pulse Blaster is commonly used by Fire Warrior Breacher Teams. Similar to the Human Shotgun in function, the Pulse Blaster is designed to deliver powerful close-range firepower. Though the Tau are historically disdainful of close-range warfare, the Pulse Blaster had to be developed due to Tau difficulties in urban combat on labyrinthine confined Imperial Hive Worlds.*

*The Pulse Blaster uses a two-stage firing process to enhance its lethality of its plasma-based ammunition. When the trigger is halfway pulled, an invisible volley of negatively charged particles paint the target, followed by the full plasma payload. This causes victims to glow with a ghostly light moments before they're hit.*

Ammo: Pulse Round 3 (CPS: 0,35)

#### **Gun (Pulse rifle)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Pulse blaster	6dx3(4) Pi+	4+1	75/150	6/1	1	20(3)	9	-3	2	810	1

Notes:

1 – Malfunction 18+, has integrated laser sight

#### *Longshot pulse rifle*

*The Longshot Pulse Rifle is a sniper variant of the standard Pulse Rifle.*

Ammo: Pulse round 2 (CPS: 0,2)

#### **Gun (Pulse rifle)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Longshot Pulse rifle	6dx3(2) Pi+	6	870/3500	8/1	3	50(3)	9	-6	2	690	1

Notes:

1 - Malfunction 18+

## Heavy pulse weapons

### Burst cannon



*The Burst Cannon is simply a multi-barreled version of the Tau Pulse Carbine.*

Ammo: Pulse round 2 (CPS: 0,2)

**Gun /Gunner (Heavy automatic pulse weapon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Burst cannon	6dx3(2)	4	450/2800	20/4	16!	800(4)	15	-4	2	4200	1

Notes:

1 - Malfunction 18+

### Twin-linked Burst cannon



*Two burst cannon linked together.*

Ammo: Pulse round 2 (CPS: 0,2)

**Gun/Gunner (Heavy automatic pulse weapon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Twin-linked Burst cannon	6dx3(2)	4	450/2800	35/4	32!	800(4)	18	-6	2	8500	1

Notes:

1 - Malfunction 18+

### High-output burst cannon

*A rapid fire version of burst cannon*

Ammo: Pulse round 2 (CPS: 0,2)

**Gun/Gunner (Heavy automatic pulse weapon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Burst cannon	6dx3(2)	4	450/2800	30/4	32!	800(4)	17	-4	2	10000	1

Notes:

1 - Malfunction 18+

*Long-barelled burst cannon*

*A burst cannon designed for long range.*

Ammo: Pulse round 2 (CPS: 0,2)

**Gun/Gunner (Heavy automatic pulse weapon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Burst cannon	6dx3(2)	4	900/3500	30/4	16!	800(4)	17	-4	2	4800	1

Notes:

1 - Malfunction 18+

## Markerlights

Markerlight



*A Markerlight is essentially a laser targeting system wielded by Tau infantry, mounted on a weapon, carried by a drone and aimed like any other weapon.*

Ammo: Markerlight battery (CPS: 0,02)

### Gun/Gunner(Markerlight)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Markerlight	-	7	3500	4,1/0,5	1	100(5)	6	-	1	5000	1

Notes:

1 – Malfunction 18+. Needs to be connected to a gun -1 bulk. The hit target is “marked” for 1 second. If the target stood on the same spot, the operator can roll skill Gun(markerlight) without negative modifiers for distance to keep it marked for next second. If the target moved, the operator can make the roll, but with modifiers for the distance that the target moved. Anyone on the same Tau informational network as the operator can roll Soldier (Tau). On success, that person knows where the target is and the distance, also if that person uses artillery it counts the operator as the forward observer automatically. If the gun that the markerlight is attached to is equipped with any scope, the markerlight is also aiming through that scope.

## Grenade launchers

### *Tau Underbarell grenade launcher*



*Underbarell launcher designed for photon grenades. Used to stun an enemy.*

Ammo: Tau Photon grenade (CPS: 20)

#### **Gun(Grenade launcher)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Tau Underbarell grenade launcher	HT-5 (10yd.)	1	200	3/1	1	1(2i)	8	-	2	1200	1

Notes:

1 – Needs to be attached to a gun, bulk-1, Malfunction 18+

### *Photon caster*

*A launcher for photon grenades attached to a battlesuit*

Ammo: Tau Photon grenade (CPS: 20)

#### **Gun(Grenade launcher)**

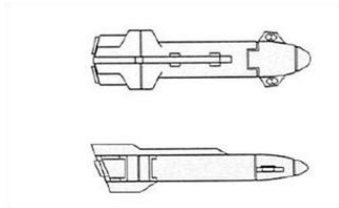
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Photon caster	HT-5 (10yd.)	1	200	-	4	20(2i)	-	-	1	2000	1

Notes:

1 – Needs to be attached to a battlesuit; Malfunction 18+

## Tau rocket weapons

### Seeker missile



Besides a powerful warhead and jet engines, each missile incorporates a Seeker array, a collection of diode receivers, which are highly sensitive to Markerlight energy beams.

Ammo: Seeker missile (CPS: 20000)

#### Gunner/artillery (Rocket)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Seeker missile <i>Linked</i>	8dx2(6) cr exp 6dx2 cr ex	5	8000		1	1(60)			1		1

Notes:

1 - Malfunction 18+

### Destroyer missile



These munitions are an advanced form of Seeker Missiles, piloted by advanced AI before being delivered with extreme precision. Destroyer Missiles are typically equipped on KV128 Stormsurge Ballistic Suits.

Ammo: Destroyer missile (CPS: 60000)

#### Gunner/artillery (Rocket)

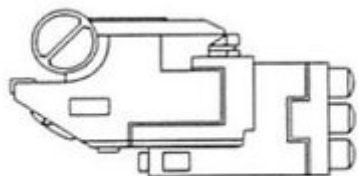
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Destroyer missile <i>Linked</i>	8dx2(12) cr exp 6dx2 cr ex	5	8000		1	1(60)			1		1

Notes:

1 - Malfunction 18+



### Missile pod



The Missile Pod is a simple shoulder or arm-mounted Tau Battlesuit missile launcher system, primarily used to engage light vehicles or other similar targets at medium range.

Ammo: Tau missile 1 (CPS (normal):30, CPS (AP): 45, CPS (explosive): 150, CPS (HE): 200)

#### Gun/Gunner (Rocket)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Missile pod	8dx3 (2) Pi++	4	1800/7600	14/4,5	3	3(5i)	15	-10	1	1000	1
Missile pod (AP)	(5d+1)x3 (4) Pi+	4	1800/7600	14/4,5	3	3(5i)	15	-10	1	1000	1
Missile pod (explosive) <i>Linked</i>	(5d+1)x3 (2) Pi++ 2d cr, ex	4	1800/7600	14/4,5	3	3(5i)	15	-10	1	1000	1
Missile pod (HE)	3dx3 cr, ex	4	7600	14/4,5	3	3(5i)	15	-10	1	1000	1

Notes:

1 - Malfunction 18+

### High-yeald missile pod



Weapon used by XV88 battlesuits and hammerhead gunships.

Ammo: Tau missile 1 (CPS (normal):30, CPS (AP): 45, CPS (explosive): 150, CPS (HE): 200)

#### Gun/Gunner (Rocket)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
High-yeald Missile pod	8dx3 (2) Pi++	4	1800/7600	45/15	10	10(5i)	30	-12	1	2000	1
High-yeald Missile pod (AP)	(5d+1)x3 (4) Pi+	4	1800/7600	45/15	10	10(5i)	30	-12	1	2000	1
High-yeald Missile pod (explosive) <i>Linked</i>	(5d+1)x3 (2) Pi++ 2d cr, ex	4	1800/7600	45/15	10	10(5i)	30	-12	1	2000	1
High-yeald Missile pod (HE)	3dx3 cr, ex	4	7600	45/15	10	10(5i)	30	-12	1	2000	1

Notes:

1 - Malfunction 18+

### Smart missile system



A Smart Missile System is a Tau missile launcher that fires self-propelled auto-tracking missiles.

The tracking system is provided by a Drone-level artificial intelligence which makes the projectile completely independent of the firing unit. This allows for the firer to engage targets that are outside their line-of-sight, hide behind the terrain and the missiles are not affected by fighting in low-light or nighttime conditions. Smart missiles can also be used to intercept incoming missiles in mid-flight.

Ammo: Smart missile (CPS: 1800)

#### Gun/Gunner/artillery (Rocket)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Pulse rifle	6dx3(2) cr ex	5	1000/3500	20/6	6	6(5i)	15	-10	1	1200	1

Notes:

1 - Malfunction 18+, homing, can be fired at target out of line of sight

## Tau laser weapons

### Gue'vese Lasgun



*Modified lasgun used by humans in Tau empire.*

Ammo: Las pack 1 (CPS (normal): 0,04; CPS (underpowered): 0,02; CPS (hot-shot): 0,32)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Lasgun	7d Tight-beam	9	700/3300	7/2	3	80(3)	8	-5	1	450	1
Las carabine	7d Tight-beam	9	500/3100	6/2	3	80(3)	8	-4	1	450	1
Auto lasgun	7d Tight-beam	9	700/330	7/2	16!	80(3)	8	-5	1	450	1
Auto las carabine	7d Tight-beam	9	500/3100	6/2	16!	80(3)	8	-4	1	450	1
Lasgun (hot-shot pack)	8d (3) Tight-beam	9	200/2000	7/2	3	10(3)	8	-5	1	450	2
Las carabine (hot-shot pack)	8d (3) Tight-beam	9	160/1800	6/2	3	10(3)	8	-4	1	450	2
Auto lasgun (hot-shot pack)	8d (3) Tight-beam	9	200/2000	7/2	16!	10(3)	8	-5	1	450	2
Auto las carabine (hot-shot pack)	8d (3) Tight-beam	9	160/1800	6/2	16!	10(3)	8	-4	1	450	2
Lasgun (underpowered)	5d+2 Tight-beam	9	700/3300	7/2	3	160(3)	8	-5	1	450	1
Las carabine (underpowered)	5d+2 Tight-beam	9	500/3100	6/2	3	160(3)	8	-4	1	450	1
Auto lasgun (underpowered)	5d+2 Tight-beam	9	700/3300	7/2	16!	160(3)	8	-5	1	450	1
Auto las carabine (underpowered)	5d+2 Tight-beam	9	500/3100	6/2	16!	160(3)	8	-4	1	450	1

Notes:

1 – Malfunction 18+, +1 to repair

2 – Malfunction 16+, +1 to repair

## Rail weapons

*Rail Weapons are Tau weapons and considered some of the most potent and fearsome weaponry employed by the Tau Empire. Rail weapons are linear accelerators that use super-conductive electrodes to accelerate a solid-shot round to hypersonic speeds. The vast kinetic energy generated by the round on impact is capable of devastating damage on enemy vehicles.*

*Rail Weaponry first appeared in widespread Fire Caste use sometime during the First Sphere of Expansion. Early Tau rail weapons required substantial shielding in order to avoid flooding their Hammerhead and Battlesuit pilots with radiation. These shields were inevitable formed from super-dense metal alloys and contributed greatly to the size of the weapon. Progress on fixing this flaw was slow for many years as the Earth Caste tried to improve the design and create an infantry-portable weapon. The breakthrough finally came during the Second Sphere of Expansion when the Tau reverse-engineered Imperial ceramic shielding technology.*

### Personal rail weapons

#### Rail rifle



*Using linear accelerators to launch a hypervelocity, trilium-tipped solid dart, the Rail Rifle is capable of mortally wounding even the larger Tyranid bio-organisms, though the heavy armour plating found on Broadside Battlesuits offers some protection. While loaded with over a hundred rounds, the energy requirements for firing even a single slug requires the use of an entire cartridge power cell, a fact more than compensated for by the weapon's stopping power and penetration.*

Ammo: Solid dart 1 (CPS: 5) and Power cell 1 (CPS: 45)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Pulse rifle	7dx3(10) Pi	7	1000/2000	8/2/0,25	1	175(3)/1(3)	10	-6	2	5000	1

Notes:

1 - Malfunction 18+; First stats at shots and second at weight is for the solid dart, Second stats at shots and third at weight is for power cell

## Heavy rail weapons

### Railgun



At its most basic form the railgun is a linear accelerator using standing wave acceleration along a number of cylindrical superconductive electrodes surrounding a barrel. For suits like the Broadside Battlesuit and vehicles like the Hammerhead Gunship, this technology is used to propel a solid slug at hypervelocity, capable of penetrating even the toughest enemy armour.

Hammerhead Railguns are also capable of firing a special bundle of sophisticated submunitions useful against large groups of enemies. The solid slug fired by these weapons will easily punch through the armoured front glacis of a Space Marine Predator but will not penetrate the same spot on a Baneblade, though multiple hits are capable of causing some damage to the side armour.

Ammo: Solid dart 2 (CPS: 100) Submunition (CPS:150)

#### Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Railgun (solid dart)	16dx5 (12) Pi++	8	2900/8700		1	1(3)		-10	5	30000	1
Railgun (submunition)	4d cr ex [6d(2)]	8	8700		1	1(3)		-10	5	30000	1

Notes:

1 – Malfunction 18+

### Heavy rail rifle



A smaller, double barrelled version of Railgun used by XV88 Broadside battlesuit.

Ammo: Solid dart 3 (CPS: 80)

#### Gun (Rifle)/Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Heavy rail rifle	10dx5 (12) Pi++	8	1500/5000		1x2	20(3)		-9	1	35000	1

Notes:

1 – Malfunction 18+; Gun can only fire every 3 seconds

### Swiftstrike railgun

A rapidfire railgun used by Aircast aircrafts. This gun does not have ability to fire submunition.

Ammo: Solid dart 2 (CPS: 100)

#### Gunner (Cannon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Swiftstrike railgun	16dx5 (12) Pi++	8	2900/8700		2	2(3)		-10	3	38000	1

Notes:

1 – Malfunction 18+

## Neutron weapons

### Neutron blaster



*Neutron Blasters are a unique combination of Tau and Vespida technologies.*

*The heart of the weapon is a unique crystal found on the Vespida homeworld. The crystal is energetic and unstable, but can be modulated by the vibrations of the Vespida's wings. The crystal is mounted in a case designed by the Tau that projects neutrons through the crystal. The combination is one of the most lethal weapons of its size. Its neutron blast is so powerful that can easily punch through the most armour.*

*The weapon also has the added safety feature of only being able to be fired by a Vespida (other creatures cannot modulate the crystal).*

Ammo: Power cell 2 (CPS: 20)

#### Gun (Neutron blaster)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Neutron blaster	3dx5 (4)	4	300/600	10/1	3	50(3)	9	-	1	1000	1

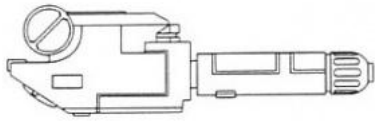
Notes:

1 – Malfunction 18+, Can only be used by Vespids with both wings in working condition

## Tau plasma weaponry

### Plasma rifles

#### Plasma rifle



*The Plasma Rifle is a Tau plasma weapon that projects a burst of plasma to destroy the target.*

*Unlike its Imperial equivalent, the Plasma Rifle sacrifices a measure of firepower in order to prevent overheating and potentially harming the user.*

Ammo: Tau Fuel cell 1 (CPS: 20)

#### Gun/Gunner (Plasma rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Plasma gun	4dx3 (6) burn	5	550/3300	15/8	3	96(3)	13	-5	2	15000	1

Notes:

1 – Malfunction 18+

#### Plasma accelerator rifle

*The Plasma Accelerator Rifle is one of the deadliest inventions from Bork'an's renowned science divisions, blending pulse-induction technology with a high-yield plasma generator. The result is a long range armor-piercing weapon that is highly effective against both infantry and light vehicles.*

Ammo: Tau Fuel cell 1 (CPS: 20)

#### Gun/Gunner (Plasma rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Plasma gun	4dx3 (7) burn	5	660/3960	15/8	3	48(3)	13	-5	2	60000	1

Notes:

1 – Malfunction 18+

#### Double barrellled plasma rifle



#### Double barrellled plasma rifle

Ammo: Tau Fuel cell 1 (CPS: 20)

#### Gun/Gunner (Plasma rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Double barrellled plasma rifle	4dx3 (6) burn	5	550/3300	24/12	6	150(3)	13	-5	2	30000	1

Notes:

1 – Malfunction 18+

## Heavy plasma weaponry

### *Plasma Cannon*



*A heavy plasma weapon used by vehicles.*

Ammo: Tau Fuel cell 2 (CPS: 60)

#### **Gunner (Heavy plasma weapon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Plasma gun	4dx3 (6) burn ex	5	800/3950		3	200(3)			2	28000	1

Notes:

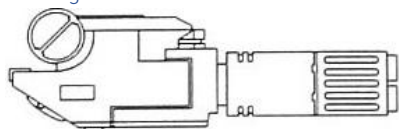
1 – Malfunction 18+



## Fusion weapons

### Fusion rifles

#### Fusion gun



*The Fusion Blaster is a Tau weapon similar in design and effect to Imperial Melta Weapons, and most commonly carried by Crisis Battlesuits as an anti-tank weapon for penetrating the weaker rear armour of enemy vehicles*

Ammo: Tau fusion canister 1 (CPS: 25)

#### Gun (Fusion rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Fusion gun	8dx3 (8)	5	50/110	15/8	1	25(3)	13	-5	1	20000	1

Notes:

1 – Malfunction 18+

#### Fusion cascade



*The Fusion Cascade is an experimental weapon mounted on XV9-01 'Hazard Close Support Armour.*

*Based on similar Fusion Gun technology, the Fusion Cascade engulfs its target in powerful melta energy. Though each individual shot lacks the same power as its Imperial equivalent, the Fusion Cascade fires in bursts, allowing it to overwhelm the target.*

Ammo: Tau fusion canister 2 (CPS: 20)

#### Gun (Fusion rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Fusion gun	8dx3 (8)	5	35/75	20/8	3	100(3)	15	-5	1	40000	1

Notes:

1 – Malfunction 18+

## Heavy fusion weaponry

### *Fusion cannon*



*The Fusion Cannon is a Tau weapon - the more powerful analog of Fusion Blaster. Fusion Cannons most commonly carried by Hammerhead Gunships as an anti-tank weapon for penetrating the weaker armour of enemy vehicles.*

Ammo: Tau fusion canister 1 (CPS: 25)

#### **Gun (Heavy Fusion weapon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Fusion cannon	8dx3 (8)	6	75/150		1	25(3)			1	25000	1

Notes:

1 – Malfunction 18+

## Submunition weapons

### Pulse Submunition rifle



*The Pulse Submunitions Rifle is a type of heavy Pulse Weapon utilized by Tau Empire Hazard Close Support Armour.*

Ammo:Submunition shell 1 (CPS: 75)

**Gun (grenade launcher)/Gunner/artillery (Cannon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Pulse Submunition rifle	2dx3 [6d(2)] cr ex	4	550	-	1	15(5)	-	-8	2	15000	1

Notes:

1 – Malfunction 18+

### Experimental pulse Submunition rifle

*Essentially the tau equivalent of a heavy grenade launcher, the rifle fires different types of ammunition for use against a variety of enemies. These include: the standard pulse submunitions round and the experimental ionic-cluster-beam shell for use against packs of lightly armoured infantry or targets in cover; the experimental hyper-density sabot for use against heavy infantry and light vehicles; and the experimental EMP shell for use against armoured vehicles.*

Ammo:Submunition shell 2 (CPS(Hyper density sabot): 100; CPS(EMP):250; CPS(Ion cluster-beam shells):800)

**Gun (rifle)/Gunner (Cannon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Experimental pulse Submunition rifle (Hyper density sabot)	10dx5 (3) Pi++	5	800/3000	-	2	30(5)	-	-8	2	40000	1

**Gun (grenade launcher)/Gunner/artillery (Cannon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Experimental pulse Submunition rifle (EMP)	(5 yard)	4	550	-	2	10(3i)	-	-8	2	40000	1;2
Experimental pulse Submunition rifle (Ion cluster-beam shell)	8d (2) burn ex	4	550	-	2	30(5)	-	-8	2	40000	1;3

Notes:

1 – Malfunction 18+

2 – Everything electrical that was hit must roll HT-8 (2). The thing is turn off for the amount of turn it failed the test.

3 – Armour divisor is applied to everyone in explosion

## Ion weapons

*Ion Weapons are advanced Tau weapons that fire high-energy streams of ions at a target. These streams can vaporize flesh and metal with equal ease. Ion weapons can be overcharged to generate a devastating attack, but doing so risks overheating its primary power cell.*

### Personal ion weapon

#### Ion rifle



*The Ion Rifle is an experimental Tau Ion Weapon intended to be wielded by light infantry. Currently, it is employed exclusively by Pathfinders.*

Ammo: Ion cell (CPS: 5)

#### Gun (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Ion rifle	8dx3 (3) Tight-beam	8	1800/3000	10/5	1	30(4)	11	-5	1	28000	1
Ion rifle (over charged) <i>Linked</i>	8dx3 (3) Tight-beam 4d ex cr	8	1800/3000	10/5	1	30(4)	11	-5	1	28000	2

Notes:

1-Malfunction 18+

2-Malfunction 16+; Consumes 5 shots; Gun cannot fire for next 2 seconds

### Heavy ion weapon

#### Ion cannon



*The Ion Cannon is a powerful Tau weapon mounted on large vehicles and starships.*

*The Ion Cannon itself operates by generating a stream of high-energy ionised particles and launching them at a target using an electromagnetic field. These particles react explosively with the target, transferring tremendous energy at the atomic level.*

Ammo: Ion cell 2 (CPS: 12)

#### Gunner (Heavy las weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Ion cannon	8dx3 (4) Tight-beam	8	2500/5000	-	3	500(4)	-	-	1	28000	1
Ion cannon (over charged)	9dx3 (4) cr ex	8	5000	-	1	500(4)	-	-	1	28000	2

Notes:

1-Malfunction 18+

2-Malfunction 16+; Consumes 10 shots; Gun cannot fire for next 2 seconds;

Quad ion turret



The Quad Ion Turret is a Tau Ion Weapons system.

Mounted mostly commonly on Razorshark Strike Fighters, it consists of a mount of four Ion Cannons. This allows it to blast light vehicles into twisted wrecks.

Ammo: Ion cell 3 (CPS: 20)

#### Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Quad ion turret	8dx3 (3) Tight-beam	8	1800/3000	-	1x4	500(4)	-	-	1	40000	1
Quad ion turret (over charged) <i>Linked</i>	8dx3 (3) Tight-beam 4d ex cr	8	1800/3000	-	1x4	500(4)	-	-	1	40000	2

Notes:

1-Malfunction 18+

2-Malfunction 16+; Consumes 5 shots; Gun cannot fire for next 2 seconds

#### Battlesuit ion weapon

Cyclic ion rifle



Cyclic Ion Blaster is an experimental Tau special issue weapon which can be mounted on Battlesuits.

Primarily designed to be used against numerous lightly-armored opponents, the Ion Blaster generates a rapid stream of ion radiation directed through four barrels. While the rate of fire is constant, the ionization effect is not, giving it a variable ability to penetrate armour.

Ammo: Ion cell 4 (CPS: 5)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Cyclic Ion rifle	8dx3 (3) Tight-beam	8	500/1500	40/20	3	120(3)	-	-4	3	25000	1
Cyclic Ion rifle (over charged) <i>Linked</i>	8dx3 (3) Tight-beam 4d ex cr	8	500/1500	40/20	3	120(3)	-	-4	3	25000	2

Notes:

1-Malfunction 18+

2-Malfunction 16+; Consumes 5 shots; Gun cannot fire for next 2 seconds

### Cyclic ion raker



Typically mounted on an XV95 Ghostkeel Stealth Battlesuit, the Cyclic Ion Raker reacts destructively with its target, vaporizing flesh and metal alike with equal ease.

Ammo: Ion cell 5 (CPS: 12)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Ion cannon	8dx3 (4) Tight-beam	8	700/3000	-	6	300(8)	-	-	1	35000	1
Ion cannon (over charged)	9dx3 (4) Tight-beam	8	700/3000	-	6	300(8)	-	-	1	35000	2

Notes:

1-Malfunction 18+

2-Malfunction 16+; Consumes 5 shots

### Phased ion gun



The Phased Ion Gun is an experimental weapon mounted on XV9-04 Hazard Close Support Armour based on Tau ion weapon technology.

Like the Cyclic Ion Blaster, the phased ion gun operates on the same principle as the vehicle-mounted Ion Cannon. It represents an advancement in battlesuit-mounted ion weapons technology in that it lacks the unstable ionization flaws of the Cyclic Ion Blaster, granting it a more reliable armour-piercing effect. This combined with its withering rate of fire makes it an extremely effective close-quarters counter to large groups of light targets.

Ammo: Ion cell 6 (CPS: 5)

#### Gun/Gunner (Lasgun)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Cyclic Ion rifle	6dx3 (3) Tight-beam	8	1800/3000	75/50	8!	200(8)	-	-6	3	40000	1

Notes:

1-Malfunction 18+

## Kroot Projectile weapons

### Rifles

#### Kroot rifle



*The Kroot Rifle is the basic weapon used by the Kroot.*

*The Kroot Rifle works by firing a solid slug propelled by a chemical reaction, although it was adapted by the Tau to fire Pulse rounds to make it the equivalent to the Boltgun. It is armed with blades near the muzzle and stock and are a throwback to earlier Kroot Fighting Staves, allowing them to use their incredible speed to tear their opponents to pieces in close combat. It is still quite bulky however, and so is not ever combined with another weapon, although it doesn't often need to be.*

Ammo: Kroot round 1 (CPS: 0,2)

#### Gun/Gunner (rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Kroot rifle	3dx3 pi++	4	550/3300	10/1	3	10(3)	11	-5	3	450	

#### Staff

Weapon	Damage	Reach	Parry	Weight	ST	Notes	Price
Kroot rifle	Sw+3 imp Sw+2 cut Thr+2 cr	1;2 1;2	+2 +2 +2	10	11 11 11		450

#### Kroot hunting rifle

*The Kroot Hunting Rifle is an adapted form of the basic Kroot rifle. This version is customized so it is more adept for hunting, meaning it is quieter and has a longer range. These properties make it favorable as a Sniper Rifle to the Kroot.*

Ammo: Kroot round 1 (CPS: 0,2)

#### Gun/Gunner (rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Kroot hunting rifle	3dx3 pi++	5	775/4500	12/1	3	10(3)	11	-6	3	500	

Heavy projectile weapons

Kroot gun



*The Kroot Gun is a weapon used by Kroot mercenaries. It is a heavy weapon strapped to the back of a Krootox. It is effectively a larger version of the Kroot rifle. It is so big that it cannot be wielded by hand.*

Ammo: Kroot roun 2 (CPS:1)

**Gunner (Cannon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Kroot gun	8dx3 (2) Pi++	4	1800/7600	25/6	3	20(3)	20M	-8	4	1000	



## Pistols

### *Kroot pistol*



*A pistol use by Kroots, stilised as a flintlock that Kroot used to use.*

Ammo: Kroot round 1 (CPS: 0,2)

#### **Gun (pistol)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Kroot pistol	3dx3 pi++	2	200/1000	4/0,1	1	1(3)	7	-2	3	300	

## Kroot Crossbows

Krootbow



*Krootbows are unusual crossbow-like weapons rarely wielded by the Kroot Kindreds entering the Koronus Expanse. The weapon possesses a rotational firing mechanism that allows the Krootbow to fire several quarrels with a single pull of the trigger. The quarrels fired by the weapon are fitted with a mono-edged head and are often coated in toxins by the Kroot using them.*

Ammo: Kroot bolt 1 (CPS: 0,8 (mono tip); 1 (poison); 3 (HE); 1,2 (incendiary))

### Crossbow

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Krootbow(mono tip)	1d+5 (2) imp	4	275/330	10/5	2	20(6)	11	-6	2	450	
Krootbow (poison) <i>Linked</i>	1d+5 (2) imp 1d toxic	4	275/330	10/5	2	20(6)	11	-6	2	450	
Krootbow (HE) <i>Linked</i>	1d+5 (2) imp 1d cr ex	4	275/330	10/4	1	10(6)	11	-6	2	450	1
Krootbow (incendiary) <i>Linked</i>	1d+5 (2) imp 1d burn	4	275/330	10/5	2	20(6)	11	-6	2	450	

Notes:

1 – Malfunction 16+

### Staff

Weapon	Damage	Reach	Parry	Weight	ST	Notes	Price
Krootbow	Sw+3 imp Sw+2 cut Thr+2 cr	1;2 1;2	+2 +2 +2	10	11 11 11		450

### Kroot bolt thrower



*The Kroot Bolt Thrower is a primitive but effective weapon used by the Kroot since long before they encountered the Tau Empire.*

*Like Kroot Rifles and guns the Tau have aided their auxiliaries by using Tau technology to improve the Kroot's weaponry. Instead of the basic sharpened bolts the Tau provide impact fused explosive tips, making them far more dangerous. These tips are a smaller version of the warheads used in their own missile pods. The bolt thrower is fired by an ingenious hand-crank system which drops bolts from the magazine into position and quickly re-draws the bow string, allowing it to keep up a high rate of fire for little effort on behalf of the crew.*

*The Kroot Bolt Thrower often attached to the back of the Great Knarloc to enhance its battle abilities.*

Ammo: Kroot bolt 2 (CPS: 10 (mono tip); 20 (HE))

#### Gunner (catapult)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Kroot bolt thrower (mono tip)	2d+3 (2) imp	4	500/800	-/16	1	4(4i)	-	-	2	1000	
Kroot bolt thrower (HE)	2d+3 (2) imp	4	500/800	-/16	1	4(4i)	-	-	2	1000	
<i>Linked</i>	3d [1d] cr ex										

## Kroot Bolas

### *Kroot bola grenades*

*Two grenades tied together with a rope to create primitive throwing weapon*

#### **Bolas**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Kroot bola grenades <i>Linked</i>	Sw cr 8d [2d] cr ex	0	X6/x10	2,5	1	1	7	-2	-	22	1

Notes:

1 – Malfunction 16+

## Tau Explosives

Weapon	Damage	Weight	Fuse	Notes	Cena
Photon grenades	HT-5 (10 yd.)	1	1-15/Impact		20
EMP Grenades	(4 yd.)	1	1-15/Impact	1	200
Kles'tak Explosives	8dx4 (2) cr ex	2	Detonator/timer		350
Kroot grenades	5d+1 [2d] cr ex	1	Impact	2	10
Fusion charge	8dx3 (6) cr ex	10	Detonator/timer		2000

### Notes:

1 – Everything electrical that was hit must roll HT-8 (2). The think is turn off for the amount of turn it failed the test.

2 – Malfunction 16+

## Accessories

Tau Smart optic - -3 from penalty from darkness. Zoom between 0x to 16x. When it is set to 0x it counts as collimator. It contains targeting computer (+1acc.) If the target is "marked" by markerlight the optic will automatically adjusts itself to give bonus for precise distance (+3 Acc.). Battery is capable to be up for 72 hours. 1 lb, price: 2000

## Tau Armour

### Fire warrior armour



*The armor worn by the Fire Warriors is lightweight and agile but sturdy, produced by advanced metal fusing techniques that are more advanced than Ork or Imperial methods. The enlarged sinistral shoulder pad is particularly useful, as Fire Warriors are trained to position themselves in a way to use it as a shield. In addition, Fire Warrior helmets contain a number of aids including sensors, target-trackers, air quality monitors, and communications uplinks.*

Armor	Location	DR	Weight	Notes	Price
Tau jumpsuit	Arms, Legs, Torso, Groin, Neck	5	2	3	200
Fire warrior breastplate	Torso, groin	40	10		9000
Fire warrior helmet	Skull, Face, eyes	45/10	6	1	4500
Fire warrior legging	Legs	25F	3		1000
Fire warrior arms	Arms (1/2)	25	2		300
Fire warrior gloves	Hands	5	-		80
Fire warrior shoulder pad	-	15	5	2	300

Notes:

1 – Second DR is for the eyes. Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, no peripheral vision, protected sight/hearing. Has radio (10 miles), Compass, GPS, Night vision, binoculars (up to 8x) a connection to Tau information network. Battery for 48 hours.

2 – DR is for non-dominant arm. If user roll soldier (tau) then front of neck and ½ of front torso is protected by it too.

3 – Jumpsuit is thermo isolated, anyone trying to locate wearer by infravision will not get the bonuses for spotting

## Pathfinder armour



*Lighter and less protective version of fire warrior armour.*

Armor	Location	DR	Weight	Notes	Price
Tau pathfinder jumpsuit	Arms, Legs, Torso, Groin, Neck	5	2	2	500
Pathfinder breastplate	Torso, groin	20	5		2500
Pathfinder helmet	Skull, Face, eyes	30/10	5	1	4250
Pathfinder kneepads	Legs (1/6)	15F	2		100
Pathfinder shoulder pad	Arms (1/3)	20	2		100
Fire warrior gloves	Hands	5	-		80

Notes:

1 – Second DR is for the eyes. Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, no peripheral vision, protected sight/hearing. Has radio (10 miles), Compass, GPS, Night vision, binoculars (up to 8x) a connection to Tau information network. Battery for 48 hours.

2 – Jumpsuit is thermo isolated, anyone trying to locate wearer by infravision will not get the bonuses for spotting. The wearer also gets Silence 1 (or has its level of silence increased by 1 if he has it)

## Shield generator



Armor	Location	DR	Weight	Notes	Price
Shield generator	All	50	10	1	30000

Notes:

1 – Is ether connected to power of a battlesuit or has its own power sources. On its own power sources it has 5000 units of energy. Every minute the field is on, it consumes one. For every 1 damage the field stops 1 unit of energy is consumed. Without energy the field will turn off. Cost per unit is 20.



## Tau Battlesuits

Battlesuits are used by the Tau and are one of their most advanced pieces of technology. They incorporate many weapons systems and armour comparable to a Space Marine's and can easily lay down a withering hail of fire to destroy both infantry and vehicles. These Battlesuits have specific roles and abilities within the Tau army. Among the Tau, they are known as "Her'ex'vre", which translates as "Mantle of the Hero". Basically the Battlesuits are made of a dense nanocrystalline alloy which has an impact structure and a lightweight composition that allows the suit to carry more weapon and support systems. Meanwhile, the shape of each battlesuit helps to deflect solid shots, while a liquid metal coating reflects laser fire

### XV15 Stealthsuit



The XV15 is amongst the smallest Battlesuit ever used by the Tau - indeed the XV15 is hardly larger than a Fire Warrior in his typical armour - but that only enhances its role as infiltrator and saboteur. As with other battlesuits the XV15 incorporates multi-spectrum sensors and recoil absorption technology, but in addition it is also equipped with a jetpack and stealth field generator, a holographic disruption field making the suit harder to spot. The suit increases the user's strength, allowing them to hit harder in close combat and carry a burst cannon into battle.

Armor	Location	DR	Weight	Notes	Price
XV15 Stealth suit	All - Head	100/70	200	1	300000
XV15 Stealth suit	Face, Eye, skull	100/70	13	2	50000

Notes:

1 - +6 ST, provision dispenser (1 week of provision), waste relief system, biomedical sensors, trauma maintenance, gas tank with 12h of air, feet are magnetized to allow movement in zero G. Energy for 2 weeks. Second DR for arms, legs, feet, hands and neck. Gives Chameleon 5 and Silent 5. Has Jetpack (see section battlesuit systems)

2 - Radio (100 miles), Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, night vision, protected hearing/sight, Compass, range finders, binoculars (up to 8x), a translator, GPS, a connection to Tau information network, takes energy from battlesuit. Together with armour creates vacuum proof system. Second DR for eyes.

## XV25 Stealthsuit



*The XV25 Stealthsuit is a much larger version than the XV15, remarked as being broader than a Space Marine. Their pilots are viewed as eccentric loners, operating either in single teams or as members of an Optimised Stealth Cadre. The XV25 Stealthsuit first saw combat in the Kappa Mortis Incident and has since largely replaced the smaller XV15. Like the XV15, it is equipped with all the standard battlesuit systems, including a burst cannon, jetpack and stealth field generator. It also incorporates a full medical suite, passive sensor arrays and nutrient reservoirs. Because of its support systems, Stealth Teams can call in reinforcements, command Drones to aid them in battle, or direct seeker missiles straight onto the targets. Thanks to their larger frame and augmented muscles, XV25s can replace their burst cannon for a fusion gun, and may also take an additional Battlesuit support system. The team leader may also be equipped with a markerlight. However, the XV25 provides little protection against large-calibre small arms such as Astartes bolters.*

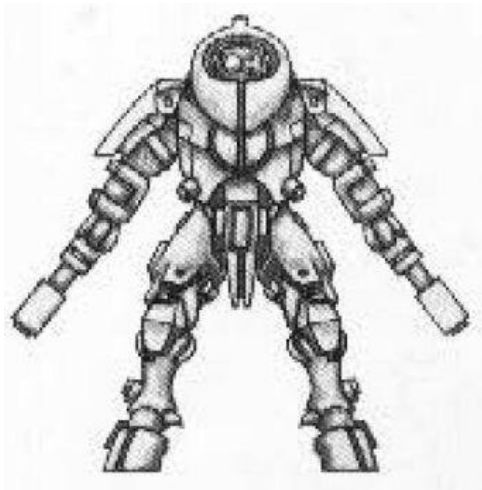
Armor	Location	DR	Weight	Notes	Price
XV25 Stealth suit	All - Head	100/80	225	1	350000
XV25 Stealth suit	Face, Eye, skull	100	18	2	70000

Notes:

1 - +10 ST, provision dispenser (1 week of provision), waste relief system, biomedical sensors, trauma maintenance, gas tank with 12h of air, feet are magnetized to allow movement in zero G. Energy for 3 weeks. Second DR for arms, legs, feet and hands. Gives Chameleon 7 and Silent 7. Has Jetpack (see section battlesuit systems). Increases SM of the wearer by 1.

2 – Radio (100 miles), Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, night vision, protected hearing/sight, Compass, range finders, binoculars (up to 8x), a translator, GPS, a connection to Tau information network, takes energy from battlesuit. Together with armour creates vacuum proof system.

XV22 Stealthsuit



*The XV22 is a new stealth battlesuit that is still in the field-testing stages.*

Armor	Location	DR	Weight	Notes	Price
XV25 Stealth suit	All - Head	100+25/80+25	280	1	550000
XV25 Stealth suit	Face, Eye, skull	100+25	25	2	900000

Notes:

1 - +30 ST, provision dispenser (1 week of provision), waste relief system, biomedical sensors, trauma maintenance, gas tank with 12h of air, feet are magnetized to allow movement in zero G. Energy for 3 weeks. Second DR for arms, legs, feet and hands. Gives Chameleon 7 and Silent 7. Has Jetpack (see section battlesuit systems). Increases SM of the wearer by 1.

2 – Radio (100 miles), Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, night vision, protected hearing/sight, Compass, range finders, binoculars (up to 8x), a translator, GPS, a connection to Tau information network, takes energy from battlesuit. Together with armour creates vacuum proof system.

## XV8 Crisis battlesuit



*The XV8 is the standard-issue suit used by the Fire Caste, though other variants exist, the most common being the Broadside Battlesuit. Twice the size of a Fire Warrior the Crisis suit is packed with advanced technology, including a jetpack, recoil absorbers and targeting sensors. Information gathered from the Crisis' sensor suite can be transmitted to command units, providing them with updated battlefield intelligence. A nanocrystalline alloy armour is used, giving the suit superior protection while keeping weight at a minimum. Although the armour provides superior protection against most small arms, it is no defence against heavier weapons such assault cannons and lascannons which penetrate right through.*

### Battlesuit

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
XV8 Crisis battlesuit	48	+2/8	12	6	-	-	+1	1	100/50		Use humanoid hit table	700000	1

### Notes:

1 - Provision dispenser (1 week of provision), waste relief system, biomedical sensors, trauma maintenance, gas tank with 12h of air, feet are magnetized to allow movement in zero G. Energy for 3 weeks; Radio (100 miles), Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, night vision, protected hearing/sight, Compass, range finders, binoculars (up to 8x), a translator, GPS, a connection to Tau information network. Second DR for arms, legs, feet, face and hands. Has Jetpack (see section battlesuit systems).

XV88 Broadside battlesuit



*The Broadside Battlesuit or XV-88 is the heaviest variant of the Crisis Battlesuit. Used by the Tau, these Battlesuits' design is an effective compromise between offensive firepower, defensive protection, and tactical maneuverability.*

*The repulsor jets of the XV8, which output insufficient to lift such a heavy weight, were substituted by additional layers of armour plating, allowing battlesuit to weather rather than evade incoming fire. The additional recoil dampers and ballistic anchors provide increased accuracy and an extended arsenal of heavy weaponry, which means Broadsides can be equipped to engage massed infantry or armoured targets with equal success.*

#### Battlesuit

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
XV88 Broadside battlesuit	75	+2/10	13	5	-	-	+2	1	200/75		Use humanoid hit table	750000	1

#### Notes:

1 - Provision dispenser (1 week of provision), waste relief system, biomedical sensors, trauma maintenance, gas tank with 12h of air, feet are magnetized to allow movement in zero G. Energy for 3 weeks; Radio (100 miles), Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, night vision, protected hearing/sight, Compass, range finders, binoculars (up to 8x), a translator, GPS, a connection to Tau information network. Second DR for arms, legs, feet, face and hands. Has Jetpack (see section battlesuit systems).

## XV8-05 Enforcer battlesuit



*Another commander variant, this one seemingly a straight evolution of the XV8. It is taller and has more advanced systems making it ideal for commanders.*

### Battlesuit

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
XV8 Enforcer battlesuit	55	+2/10	13	6	-	-	+2	1	100/50		Use humanoid hit table	800000	1

#### Notes:

1 - Provision dispenser (1 week of provision), waste relief system, biomedical sensors, trauma maintenance, gas tank with 12h of air, feet are magnetized to allow movement in zero G. Energy for 3 weeks; Radio (100 miles), Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, night vision, protected hearing/sight, Compass, range finders, binoculars (up to 8x), a translator, GPS, a connection to Tau information network. Second DR for arms, legs, feet, face and hands. Has Jetpack (see section battlesuit systems).

## XV8-02 Crisis Iridium battlesuit



*The XV8-02 Crisis 'Iridium' Battlesuit is a rare XV8 Bodyguard suit variant made of iridium, distinguishable by its heavier armor. After the death of Commander Pridestar to a sniper's bullet and the subsequent Tau defeat during the Klodate Worlds Suppression, the Earth Caste developed an experimental iridium alloy and produced only enough for a small series of Battlesuits. While it offers Tau Commanders and their Bodyguards optimal protection, it is a luxury that few can afford.*

### Battlesuit

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
XV8 Crisis iridium battlesuit	48	+2/8	12	5	-	-	+1	1	150/75		Use humanoid hit table	900000	1

#### Notes:

1 - Provision dispenser (1 week of provision), waste relief system, biomedical sensors, trauma maintenance, gas tank with 12h of air, feet are magnetized to allow movement in zero G. Energy for 3 weeks; Radio (100 miles), Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, night vision, protected hearing/sight, Compass, range finders, binoculars (up to 8x), a translator, GPS, a connection to Tau information network. Second DR for arms, legs, feet, face and hands. Has Jetpack (see section battlesuit systems).

XV9 Hazard close support armour



*The XV9 'Hazard' Close Support Armour is a newly-introduced Battlesuit used by the Tau Empire. Though highly sophisticated and powerful, the XV9's introduction has caused controversy.*

*At its core, the XV9 is a short-range close combat weapons platform, its reinforced chassis being much larger than any other Battlesuit design and using experimental technology to pack enormously-powerful weapons powered by a compact energy core. This loadout, besides going against typical Tau military doctrines, also requires a substantial expenditure of resources to produce. Traditionalist elements of the Ethereal and Earth Caste have argued that that these costs would be better used building more tried and true weapons, however those Fire Caste members who use it, especially members of the Ke'Ishan Sept, swear by its ability to fulfill the counter-attack role.*

#### Battlesuit

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
XV9 Hazard close support armour	60	+2/10	13	6	-	-	+2	1	100/60		Use humanoid hit table	855000	1

#### Notes:

1 - Provision dispenser (1 week of provision), waste relief system, biomedical sensors, trauma maintenance, gas tank with 12h of air, feet are magnetized to allow movement in zero G. Energy for 3 weeks; Radio (100 miles), Filter lungs, Immunity to eye and nose irritants, no sense of smell/taste, night vision, protected hearing/sight, Compass, range finders, binoculars (up to 8x), a translator, GPS, a connection to Tau information network. Second DR for arms, legs, feet, face and hands. Has Jetpack (see section battlesuit systems).



## Battlesuit systems

### Battlesuit jetpack

A Jetpack is an example of Tau technology which provides enhanced mobility to their battlesuits and drones. Each device combines anti-gravitic and jet technology to provide the user extreme agility and the ability to Deep Strike behind enemy lines. They differ primarily from jump packs in that they are designed more for providing a stable firing platform than for charging into close combat.

#### Jetpack

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Battlesuit jetpack	18	+2/5	12	10/20	-	-		1	70		-	50000	1

Notes:

1 – Must be attached to a battlesuit

### Advanced stabilisation system

The Advanced Stabilization System is an equipment upgrade for Tau Battlesuits. While all battlesuits had advanced recoil absorption technology, allowing them to accurately fire light weapons on the move, this battlesuit support system allows for limited mobility while firing even the heaviest of weapons.

A battlesuit with this system always count as having its weapon braced for +2

Cost: 8000

### Stimulant injector

The Stimulant Injector is an advanced life support system device which can be mounted in Tau battlesuits. If the pilot becomes wounded, this Special issue device floods their body with analgesic drugs and life-sustaining stimulants, allowing them to ignore these wounds and continue fighting.

If the pilot is wounded he gets hard to subdue 1, hard to kill 1 and high pain threshold. These effects are active from the round after he was wounded and are active for 4 hours or until pilot exit the battlesuit.

Cost: 5000

### Ejection system

An Ejection System is a Tau device fitted to Battlesuits. This special issue system allows the pilot to escape a badly damaged suit and potentially save his life. Often this means he is stranded behind enemy lines, with only a Pulse Pistol to protect him, but at least he is alive.

If the battlesuit is destroyed, roll battlesuit skill. On failiure the pilot stays inside. On success he is catapulted 5m in the air and decend to ground in 2 turns d6 yard in direction of his choosing.

Cost: 10000

### Vectored retro-thruster

Vectored Retro-Thrusters are special issue equipment fitted to Tau battlesuits which gives them a slightly higher degree of manoeuvrability and allowing for escape from combat if it seems to be going against them. They come in the form of extra thruster nozzles built into the suit.

Pilots get +1 to skill when rolling his control check for using jet pack and +1 to doge if using the jet pack to doge.

Cost: 10000

### Targeting array

A Targeting Array is Tau targeting system which assists a gunner's aim by automatically adjusting for the target's range and speed. Originally used only in Tau Vehicles, Targeting Arrays have since been applied Tau battlesuits as a battlesuit support system.

Pilots ignores speed penalty of its target. In addition he will gain +1 to gun skills.

Cost: 7500

### Advanced targeting system

Advanced Targeting Systems are a type of Tau Battlesuit Support System. These specialized target acquisition systems enable the Battlesuit to identify and pick out priority targets in the heat of battle.

Pilots automatically know the armament and military rank of enemies that are in his front rank. In addition the pilot ignores up to -2 penalty for aiming on a specific body part.

Cost: 7500

#### *Velocity tracker*

*Velocity Trackers are a type of Tau Battlesuit Support System. These advanced motion detecting and heat seeking sensors allow the pilot to track the movements of airborne targets.*

Pilots ignores speed penalty of its target. In addition he ignores penalty for hitting engine (vital area) or rotors. These bonuses apply only to airborne targets.

Cost: 7500

#### *Multi-tracker*



*A Multi-tracker is a sophisticated Tau fire control system which allows the user to target and fire multiple weapon systems at once. As a battlesuit support system the Multi-tracker sensor node is often mounded on the Battlesuit's shoulder, while Tau Vehicles mounting a Multi-tracker can combine it with their advanced stabiliser systems to accurately target their weapons when moving at faster speeds.*

Pilot does not suffer penalty of -4 for dual attack and has ambidexterity.

Cost: 5000

#### *Target lock*



*A Target Lock is a specialized target acquisition system used by the Tau as a battlesuit support system, a hard-wired device or mounted in Tau Vehicles. The device identifies potential targets and plots firing plans, allowing for more complex firing patterns and for multiple weapon systems on one platform to target separate enemies.*

Pilot ignores up to -2 penalty for firing at specific location of the target.

Cost: 5000

#### *Hard-wired*

*On battlesuits it allows the pilot of the suit to benefit from a battlesuit support system without it taking up one of the limited hard-points on the battlesuit. Unlike normal hard-pointed versions of the system, it is usually integrated like an item worn by the pilot or a cybernetic-upgrade. However, only Shas'o or Shas'el commanders, Crisis bodyguards or Shas'vere team leaders are authorised to use wargear such as this.*

*In the case of infantry such as Fire Warriors, hard-wired wargear allow the user to use support systems that normally only battlesuits are able to carry and use. Like above it is either worn or is an implant. Usually only the team leader is authorised to have hard-wired systems.*

Some system can be hard-wired. This turns the system into an implant. This means that the pilot can benefit from the implant even when outside of the suit. Implants have energy to work for 72 hours, then it needs to be recharged. Cost\*3

Following systems can be hard-wired: Target lock, advanced targeting system, stimulant injector, multi-tracker

## Drones

Drones are AI-controlled light hovering vehicles that perform a variety of civilian and military roles for the Tau. Unlike the Imperium of Man, the Tau make extensive use of these and other machine intelligences.

Drones are conventionally disk-shaped, well-armoured and equipped with an anti-gravitic generator and jet motors for propulsion. Their advanced processor unit has only a basic intelligence, similar to that of a small animal, which requires regular orders from their masters, often through a Drone Controller. It is also programmed for self-preservation, and will typically flee in the face of danger. However, Drones can network together, increasing their intelligence and procession speed. This allows them to operate in a group, independent of a controller for long periods of time.

Typical civilian jobs for Drones include message delivery or domestic services, as well as dangerous or tedious duties. This latter ability makes Drones popular for use by the Tau military in support of their organic forces. Despite this, the Tau do not treat their military Drones as expendable forces, instead as a way to augment and support their Fire Warriors in the field.

### Gun drones MV1



Gun Drones (MV1) are armed with twin-linked Pulse Carbines and often serve along side Fire Warriors in battle.

Gun Drone Squadrons are formed of 4 to 8 Gun Drones which have networked together in order to act independently for long periods of time. Their primary mission is to act in support of Fire Warrior teams by pinning the enemy down with their weapons, allowing the Tau warriors additional time to engage.

A pair of Gun Drones are often fitted to some Tau vehicles (most notably the Devilfish and Piranha). These drones, when not using their firepower in support of their parent vehicle, will often detach themselves to support the embarked Fire Warrior squad in combat, as well as scout and protect exposed flanks from enemy actions.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
9	10	5	11	10	10	10	11	5,5	9	9(air)	-2

**Traits:** 360 Vision; Combat reflexes; Damage reduction 35(does not cover eyes); Damage reduction 5 (Eyes); Flight (low ceiling); Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No fine manipulator; No legs (aerial); No sense of smell/taste; Ultrahearing [5]

**Skill:** Gun (Pulse rifle) – 12

**Equipment:** 2xpulse carbine

### Marker Drones MV7



Marker Drones (MV7) are unarmed Drones equipped with a Networked Markerlight and a Targeting Array. It can call a Seeker Missile strike upon an enemy.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
9	10	5	11	10	10	10	11	5,5	9	9(air)	-2

**Traits:** 360 Vision; Combat reflexes; Damage reduction 35(does not cover eyes); Damage reduction 5 (Eyes); Flight (low ceiling); Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No fine manipulator; No legs (aerial); No sense of smell/taste; Ultrahearing [5]

**Skill:** Gun (Markerlight) – 12

**Equipment:** Markerlight

### Heavy gun drone



Heavy Gun Drones are one of the largest Drones currently known to Imperial forces. Their size allows them to carry multiple heavy weapons, typically twin-linked burst cannons. They operate in squadrons of two to six Drones.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
15	10	5	11	25	10	10	11	5,5	9	9(air)	-1

**Traits:** 360 Vision; Combat reflexes; Damage reduction 35(does not cover eyes); Damage reduction 5 (Eyes); Flight (low ceiling); Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No fine manipulator; No legs (aerial); No sense of smell/taste; Ultrahearing [5]

**Skill:** Gun (Markerlight) – 12; Gun (Heavy automatic pulse weapon) - 12

**Equipment:** Markerlight+Burst cannon/2xBurst cannon

Sniper drone MV71



Sniper Drones are Drones which are armed with a Longshot Pulse Rifle or Rail Rifle and equipped with a Target Lock system, Targeting Array and stealth field generator.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
9	10	5	11	10	10	10	11	5,5	9	9(air)	-1

**Traits:** 360 Vision; Combat reflexes; Damage redaction 35(does not cover eyes); Damage reduction 5 (Eyes); Flight (low ceiling); Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No fine manipulator; Chameleon 7; Silent 7; No legs (aerial); No sense of smell/taste; Ultrahearing [5]

**Skill:** Gun (Pulse rifle) – 12; Stealth – 12; Camouflage – 12

**Equipment:** Longshot pulse rifle/rail rifle

Missile drone MV8



Drone carrying a missile pod to engage light vehicles or heavy infantry.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
15	10	5	11	10	10	10	11	5,5	9	9(air)	-2

**Traits:** 360 Vision; Combat reflexes; Damage redaction 35(does not cover eyes); Damage reduction 5 (Eyes); Flight (low ceiling); Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No fine manipulator; No legs (aerial); No sense of smell/taste; Ultrahearing [5]

**Skill:** Gun (Rocket) – 12

**Equipment:** missile pod

### DS8 Tactical support turrets



DS8 Tactical Support Turrets are a type of light Drone-operated Turret used by Fire Warrior teams. They are deployed rapidly to the field carrying in racks along the flanks of Orca Dropships and most commonly are armed with a smaller Smart Missile pod. DS8 Tactical Support Turret programmed to self-destruct should their sensors register that the enemy could capture or tamper them.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
15	10	5	11	20	10	10	11	5,5	0	0	-1

**Traits:** 360 Vision; Combat reflexes; Damage reduction 50(does not cover eyes); Damage reduction 5 (Eyes); Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No fine manipulator; No legs (Sessile); No sense of smell/taste; Ultrahearing [5]

**Skill:** Gun (Rocket) – 12

**Equipment:** missile pod/smart missile system

### Escort drone

Escort Drones are a type of small drone that often accompany Tau Water Caste negotiators and incorporate both defensive as well as minor offensive capabilities. They are nimble and compact, making use of small efficient anti-grav units which are similar in design to larger drones. They not only act as protectors for their charge but as tools for trade as they are programmed to record and deliver complex messages. They are also used to guide prospective clients to the Water Caste negotiator and record every exchange that takes place. This information is then used for later study and dissection in order to better tailor to the individual in question. To serve them in their role, the escort drone makes use of a simple projector array that displays information on a flat screen. They are also equipped with twin Pulse Pistols which take up a majority of the space in the small drone.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
8	10	5	8	5	10	10	11	5,5	9	9(air)	-5

**Traits:** 360 Vision; Combat reflexes; Damage reduction 10(does not cover eyes); Damage reduction 5 (Eyes); Flight (low ceiling); Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No fine manipulator; No legs (aerial); No sense of smell/taste; Ultrahearing [5]

**Skill:** Gun (Pulse pistol) – 12

**Equipment:** 2xpulse pistol

### Drone sentry turrets



Drone Sentry Turrets are automated weapons systems that contain an advanced processor, giving it basic intelligence much like a standard drone. A team of turrets are then networked together to form a defensive perimeter, making decisions independent of Tau operators. The turret itself consists of an armored hull with a pop-gun turret that may consist of Burst Cannons, Smart missile system, Fusion Blasters or Plasma Rifles which only activates when a suitable target is identified. Unlike Imperial Tarantula sentry guns, the drone intelligence can differentiate between friendly and enemy units effectively, choosing to ignore some targets in favour of others and capable of making independent targeting decisions.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
15	10	5	12	60	10	10	11	5,5	0	0	+1

**Traits:** 360 Vision; Combat reflexes; Damage redaction 50(does not cover eyes); Damage reduction 5 (Eyes); Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No fine manipulator; No legs (Sessile); No sense of smell/taste; Ultrahearing [5]

**Skill:** Gun (Rocket) – 12; Gun (Plasma rifle) – 12; Gun (fusion rifle) – 12; Gun (Heavy automatic pulse weapon) - 12

**Equipment:** 2xSmart missile system/2xMissile pod/2xplasma rifle/2xfusion blaster

### Hover Drone



Hover Drones are larger units used as anti-gravity transports. They are frequently used by Ethereals.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
18	10	5	11	18	10	10	11	5,5	9	9(air)	-1

**Traits:** 360 Vision; Combat reflexes; Damage redaction 35(does not cover eyes); Damage reduction 5 (Eyes); Flight (low ceiling); Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No fine manipulator; No legs (aerial); No sense of smell/taste; Ultrahearing [5]

**Skill:** Mount-18

#### Loading drone

Drone designed to pick up ammo from supply catches and reload weapons of battlesuit when needed. These drones are usually accompanying battlesuit on battlefield.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
9	10	5	11	10	10	10	11	5,5	9	9(air)	-2

**Traits:** 360 Vision; Combat reflexes; Damage reduction 35(does not cover eyes); Damage reduction 5 (Eyes); Flight (low ceiling); Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No legs (aerial); No sense of smell/taste; Ultrahearing [5]; Extra arms 2 [20]

**Skill:** fast-draw (ammo)-12

#### Recon drone MB3



Recon Drones (MB3) typically accompany Pathfinder teams and can also be mounted on Devilfish APC's. Specializing in reconnaissance missions, they are armed with a Burst Cannon

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
10	10	5	11	10	10	10	11	5,5	9	9(air)	0

**Traits:** 360 Vision; Combat reflexes; Damage reduction 35(does not cover eyes); Damage reduction 5 (Eyes); Flight (low ceiling); Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No fine manipulator; No legs (aerial); No sense of smell/taste; Ultrahearing [5]; Scanning sense (radar) [20]; Scanning sense (Imaging radar) [20]; Payload 10 [10]

**Skill:** Gun (Heavy automatic pulse weapon)-12; Forward observer-12; Camouflage-12; Stealth-12; Navigation (land)-12; Cartography-12; Observation-12

**Equipment:** Burst cannon

#### Mule drone

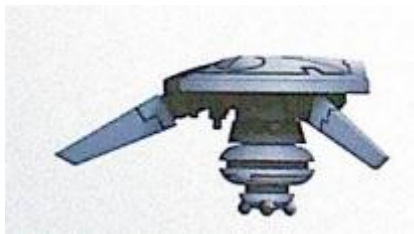
A Drone designed to carry equipment. It is often used with loading drones as an ammo supply for battlesuits.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
10	10	5	11	10	10	10	11	5,5	9	9(air)	0

**Traits:** 360 Vision; Combat reflexes; Damage reduction 35(does not cover eyes); Damage reduction 5 (Eyes); Flight (low ceiling); Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No fine manipulator; No legs (aerial); No sense of smell/taste; Ultrahearing [5]; Payload 40 [40]



*DX-13 aerial mine*



*The DX-13 Aerial Mine is an Air Caste drone that uses advanced AI technology. Given limited self-initiative, the drone hovers in the air, scanning the sky and receiving tracking information from Tau commanders on the ground. It has limited maneuverability and can change its altitude to meet incoming aircraft. Used as an area denial weapon, when an enemy aircraft is detected the drone will move towards the target and detonate. These mines are most often deployed from Tiger Shark aircraft.*

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
19	10	5	11	10	10	10	11	5,5	9	12(air)	-1

**Traits:** 360 Vision; Combat reflexes; Damage redaction 35(does not cover eyes); Damage reduction 5 (Eyes); Flight; Hypespectral vision; Subsonic hearing; Unfayable, Electrical; Immunity to metabolic hazard; Injury tolerance (no blood; unliving); Unhealing; No fine manipulator; No legs (aerial); No sense of smell/taste; Ultrahearing [5]; Scanning sense (radar) [20]; Scanning sense (Imaging radar) [20]; Enhanced move (air) 4

**Equipment:** Fusion charge

## Beasts of war

### Kroot hound



The Kroot Hound is an evolutionary dead end of the Kroot. They are quadrupedal pack hunters. They are often utilized by the Kroot for hunting and in war.

They are highly intelligent creatures, able to understand orders, but highly temperamental, prone to attacking their keepers. They are the size of a large dog, with a series of sensory ganglia running along their spine. They have wiry frames, just like the Kroot themselves, and possess a toughness that belies their apparent fragility. Facially, Kroot Hounds are ugly beasts, sharing the underbite beak of the Carnivores.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
13	14	6	12	13	11	14	12	7	10	9	0

**Traits:** Claws (Sharp claws); Damage resistance 5; No fine manipulator; Quadruped; combat reflexes; Acute hearing 1; Acute taste and smell 2; Night vision 2; Teeth (Sharp beak); Discriminatory smell; Bad temper; Ultrahearing [5]

**Skills:** Brawling-15; Stealth-14; Tracking-14

**Damage:** Claws: 2d-1 cut; Beak: 1d-1 Pi+

### Krootox



A Krootox is a large beast used in Tau or Kroot mercenary forces. They are a dead-end evolutionary path from Kroot who consumed the flesh of especially muscular and barbaric beasts, losing their intelligence. The result is a hugely muscled, oversized variant of Kroot physiology, its mind capable of little more than unreasoning brutality. If not for the Kroot using them as beasts of war, the Krootox might

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
35	12	5	12	35	10	13	12	6,5	9	6	+1

**Traits:** Claws (Blunt claws); Damage resistance 8; No fine manipulator; Acute hearing 1; Acute taste and smell 2; Night vision 2; Teeth (Sharp beak); Striking ST 5; Brachiator; Ultrahearing [5]

**Skills:** Brawling-14; Mount-15

**Damage:** Claws: 7d+6 cr; Beak: 4d pi+

## Knarloc



Knarlocs are the smaller relatives of the Great Knarloc, trained by the Kroot. They are smaller in size and work more as a team, unlike larger, solitary relations. In the wild jungles of Pech, Knarlocs are formidable carnivorous predators using ambush and long distance pursuit techniques to run their prey into the ground. They work together in groups of up to ten, including their young, and have developed a significantly greater brain to body ratio, allowing them to attack any size of prey native to their world.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
35	14	6	13	35	11	13	13	7	11	8	+1

**Traits:** Claws (Talons); Damage resistance 20; Combat reflexes; Acute hearing 1; Acute taste and smell 2; Ultrahearing [5]; Night vision 2; Teeth (Sharp beek); Bad temper

**Skills:** Brawling-16; Mount-15

**Damage:** Claws: 6d+1 cut; Claws: 4d-1 imp; Beak: 4d pi+; Tail: 6d+1 cr

## Great Knarloc



The Great Knarloc is a Kroot beast native to the jungles of Pech. They are larger than the more common Knarlocs.

Great Knarlocs are an evolutionary dead end, much like the Krootox and Kroot Hound. It is a solitary hunter in the jungles, suited by its muscular legs and hinge ankles for long distance tracking. Its lower legs and claws are developed for occasional bursts of speed, enhanced by the Hyperactive Nymune Organ, and it can use its toes to launch itself from cover whilst stalking its prey. All of its developments put it firmly in the hunter/scavenger category, aided by its omnivorous nature.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
55	11	4	13	55	11	13	13	7	10	8	+5

**Traits:** Claws (Talons); Damage resistance 25; Combat reflexes; Acute hearing 1; Acute taste and smell 2; Night vision 2; Teeth (Sharp beek); Bad temper; Ultrahearing [5]

**Skills:** Brawling-16; Mount-14

**Damage:** Claws: 8d+1 cut; Claws: 6d imp; Beak: 6d-1 pi+; Tail: 8d+1 cr

## Ork armoury

### Slug weapon

#### Pistols

##### Slugga



*The Slugga is one of the most common Ork weapons, taking the form of a heavy handgun.*

Ammo: Shoota ammo 1 (CPS: 0,01)

##### Gun (Pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Slugga	4dx3 pi++	2	300/3000	10/2	3	10+1(3)	13	-3	5	300	
Slugga (HP)	4dx3 (0,5) pi++	2	300/3000	10/2	3	10+1(3)	13	-3	5	300	
Slugga (AP)	3dx3-3 (2) pi+	2	300/3000	10/2	3	10+1(3)	13	-3	5	300	

##### Grot blasta



*Grot Blastas are run-down, second-hand, low-tech, dust-caked pieces of junk that usually take the form of old and puny pistols and rifles that the Orks would have scrapped otherwise. The only real reason Gretchin take them is because they are (slightly) better than going into battle unarmed. There is no standardization with blastas, as is the case with almost all Ork weapons, and they can take on a myriad of shapes and sizes. They may well be looted Imperial Stub guns, Autopistols or Laspistols.*

Ammo: Blasta ammo (CPS: 0,005)

##### Gun (Pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Grot blasta	2d+2 pi+	2	150/1800	3/0,8	3	20+1(3)	9	-2	2	100	
Grot blasta (HP)	2d+2 pi++ (0,5)	2	150/1800	3/0,8	3	20+1(3)	9	-2	2	100	
Grot blasta (AP)	2d-1 pi (2)	2	150/1800	3/0,8	3	20+1(3)	9	-2	2	100	

## Rifles

### Shoota



*There is no standard design for a Shoota - most of them are hand-crafted by Mekboyz and are often customized by their owners, so although they may conform to a general pattern, no two shootas will look the same. A shoota fires either massive bullets or explosive shells, or even a mixture of both. As is the case with most Ork weapons, they are crude but effective. A Shoota is considered good if it fires a burst of shots at once and makes a lot of noise. Noise is important, as many Orks believe that the louder a weapon is, the better damage and range it has. Orks that enjoy shooting often acquire Shootas and form up mobs of Shoota Boyz.*

Ammo: Shoota ammo 1 (CPS: 0,02)

#### Gun (Rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Shoota	4dx3 pi++	3	300/3000	35/4	8!	30+1(3)	13	-6	5	600	
Shoota (HP)	4dx3 (0,5) pi++	3	300/3000	35/4	8!	30+1(3)	13	-6	5	600	
Shoota (AP)	3dx3-3 (2) pi+	3	300/3000	35/4	8!	30+1(3)	13	-6	5	600	

Light machine guns

Big Shoota



Larger, louder, shootier version of shoota.

Ammo: Shoota ammo 2 (CPS: 0,05)

Gun (LMG)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Big shoota	4dx5 pi++	3	650/3700	50/10	12!	60+1(5)	18	-8	6	4500	
Big Shoota (HP)	4dx5 (0,5) pi++	3	650/3700	50/10	12!	60+1(5)	18	-8	6	4500	
Big Shoota (AP)	3dx5-5 (2) pi+	3	650/3700	50/10	12!	60+1(5)	18	-8	6	4500	

## Ork Explosives

Weapon	Damage	Weight	Fuse	Notes	Cena
Ork stick grenades	10d+2 [4d] cr ex	2	3		20

## Ork Melee weapons

### Chain weapons

#### Chain axes



#### Chain axe

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Chain axe-choppa	Sw+4d (3) cut	1	0U	23	16	1	1650

Notes:

1 - After 100 hits, it will run out of energy. Damage will change to Thr+1 or Sw+1. Charing cost 0,04 per hit.

#### Chain sword



#### Chain Broadsword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Chain choppa	Sw+3d (3) cut Thr+3d (3) imp	1	0 0	20	15 15	1	1650

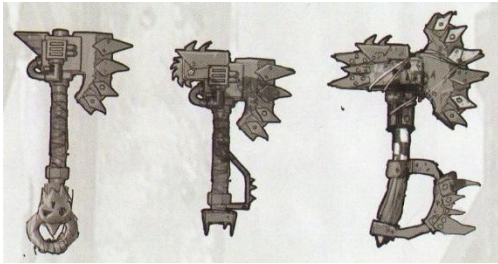
Notes:

1 - After 100 hits, it will run out of energy. Damage will change to Thr+1 or Sw+1. Charing cost 0,04 per hit.



## Regular melee weapons

### Axe-choppa



### Axe/mace

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Axe-choppa	Sw+4 (2) cut	1	0U	15	13		120

### Choppa



### Broadsword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Choppa	Sw+3 (2) cut	1	0	9	13		1500
	Thr+3 (2) imp	1	0	9	13		

## Ork Armour

Ard armour



*Armour made from scraps, ruin armour of other races, pieces of vehicles, etc...*

Armor	Location	DR	Weight	Notes	Price
Ard plate	Torso, Groin	40	20		500
Ard helmet	Skull	50	10		200
+ Visor	Face, eye	5	+1,4		120
Ard legs	Legs	30	12		300
Ard arms	Arms	30	12		300
Ork boots	Feet	3	4		80
Ork Gloves	Hand	3	4		50
Arder plate	Torso, Groin	75	40		1000
Arder helmet	Skull	75	15		300
Arder legs	Legs	45	18		450
Arder arms	Arms	45	18		450
Waaaaaagh mask	Face/eye	20/10	18		1500
Arder boots	Feet	15	10		200
Arder gloves	Hand	20	13		200

Notes:

1 – Second DR is for eyes.

## Hrud armoury

### Plasma weapons

#### Plasma rifle

##### *Hrud Fusil*

*A primitive but effective plasma weapon*

Ammo: Fusil cell (CPS: 35)

##### **Gun/Gunner (Plasma rifle)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Hrud Fusil	5dx3 (8) burn	4	550/3300	18/2	1	24(3)	11	-5	2	25000	1

Notes:

1 – Malfunction 16+, Should the weapon explode, it will explode for 5d ex, burn [2d].

## Enouliau armoury

### Shard weapons

*This type of weaponry works similar to Dark Eldar splinter weapons.*

#### Shard pistols

##### *Shard pistol*

*A pistol version of shard weapon.*

Ammo: Shard block 1 (CPS 0,01)

##### **Gun (Shuriken pistol)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Shard pistol	3d(3) pi-	2	75/500	2/1	3	100(3)	9	-2	1	500	

##### *Automatic Shard pistol*

*A pistol version of shard weapon with full-auto capabilities*

Ammo: Shard block 1 (CPS 0,01)

##### **Gun (Shuriken SMG)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Automatic shandr pistol	3d(3) pi-	2	75/500	2/1	24!	100(3)	9	-2	1	600	

#### Shard rifles

##### *Shard rifle*

*A rifle version of shard weapon.*

Ammo: Shard block 2 (CPS: 0,01)

##### **Gun (Shuriken catapult)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Shard rifle	4d(3) pi-	4	200/900	7/1	24!	150(3)	10	-5	1	650	

## Necron armoury

### Gauss weapons

*Gauss Weaponry are horrifying devices used by the Necrons. They are magnetically based weapons that break down the target into its component molecules layer by layer and attract the molecules back to the gun at incredible speed. This creates a flaying effect and can vaporise the most heavily armored warrior or blast a hole in a Land Raider. This means that even the most basic Necron Warrior has a chance to blast a hole through the heaviest armor and completely vaporise the most skilled Space Marine.*

#### Gauss rifle

##### Gauss flayer



*The Gauss Flayer is a type of Gauss weapon used by Necron Warriors. It is the basic weapon of the Necron army, but has the potential, due to its gauss nature, to be able to destroy even the most heavily armoured vehicles and break down enemies at a molecular level.*

Ammo: Gauss battery 1 (CPS: 1)

#### Gun (Arc rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Gauss flayer	3dx3 (2)	2	550/1100	10/2	3	5000(25)	10	-6	1	3000	1

Notes:

1 – Malfunction 18+, decreases DR of the hit target by 1 for each 5 points of damage this is permanent, but enemy base DR is immune to this effect

##### Gauss blaster



*A Gauss Blaster is a type of Gauss Weapon employed by the Necrons. They are used by the Necron Immortals, the tougher versions of the Necron Warriors, and have several advantages over their smaller relative, the Gauss Flayer. The Gauss Blaster does more damage and can rip through better armour with the same range, but also has a faster rate of fire as well as being able to fire on the move. This makes it a devastating weapon when used en-masse.*

Ammo: Gauss battery 2 (CPS: 2)

#### Gun (Arc rifle)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Gauss blaster	5dx3 (3)	2	550/1100	15/3	3	5000(25)	12	-7	1	6000	1

Notes:

1 – Malfunction 18+, decreases DR of the hit target by 1 for each 5 points of damage this is permanent, but enemy base DR is immune to this effect

*Gauss reaper*



*The Gauss Reaper is a type of Necron Gauss Weapon which trades range for increased hitting power.*

Ammo: Gauss battery 3 (CPS: 2)

### **Gun (Arc rifle)**

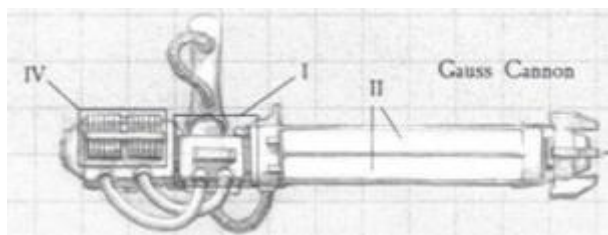
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Gauss reaper	5dx3 (3)	2	200/500	13/3	8!	5000(25)	12	-7	1	6000	1

Notes:

1 – Malfunction 18+, decreases DR of the hit target by 1 for each 5 points of damage this is permanent, but enemy base DR is immune to this effect

## Heavy gauss weapons

### Gauss cannon



A Gauss Cannon is a heavy type of Gauss Weapon used by the Necrons, and in particular the Necron Destroyers. It is a larger version of the Gauss Blaster and has four barrels, providing it with an even higher rate of fire and because of its mounting on a heavier base, it has greater power over a greater distance. Also due to its mount it is able to be fired and redeployed very quickly.

Ammo: Gauss battery 3 (CPS: 5)

#### Gun (Heavy Arc weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Gauss cannon	6dx3 (3)	5	550/1100	70/15	3	2000(25)	25	-10	1	30000	1

Notes:

1 – Malfunction 18+, decreases DR of the hit target by 1 for each 5 points of damage this is permanent, but enemy base DR is immune to this effect

### Heavy gauss cannon

The Heavy Gauss Cannon is a Necron weapon used primarily by Necron Heavy Destroyers. It is a larger version of the Gauss Cannon, although it only has one barrel and so a slow rate of fire. Though it has the greatest power and range, its reduced rate of fire makes it less effective against vast armies, but more effective against certain heavily armoured targets, such as Land Raiders.

Ammo: Gauss battery 4 (CPS: 15)

#### Gun (Heavy Arc weapon)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Heavy gauss cannon	9dx3 (7)	5	775/1650	90/15	1	1000(25)	30	-10	1	30000	1

Notes:

1 – Malfunction 18+, decreases DR of the hit target by 1 for each 5 points of damage this is permanent, but enemy base DR is immune to this effect

## Tesla weapons

### Tesla rifles

#### *Tesla carbine*



*Tesla Weapons are a variety of weapons used by the Necrons that utilize arcs of living lightning that crackle from foe to foe after hitting their target, charring flesh and melting armour. Tesla bolts feed off the energy released by destruction, and the lightning becomes more furious with every fresh arc.*

Ammo: Tesla battery 1 (CPS: 2)

#### **Gun (Arc rifle)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Tesla carbine	5dx3 sur	2	550/1100	15/3	6!	5000(25)	12	-7	1	6000	1

Notes:

1 – Malfunction 18+, Everything in 10 yard radius of the hit is hit for 5dx3 sur on 10-distance modifier on 3D6.

#### *Tesla rifle*

*A heavier and stronger tesla weapon.*

Ammo: Tesla battery 3 (CPS: 4)

#### **Gun (Arc rifle)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Tesla rifle	6dx4 sur	4	750/1500	20/3	3	3500(25)	15	-8	1	10000	1

Notes:

1 – Malfunction 18+, Everything in 10 yard radius of the hit is hit for 6dx4 sur on 10-distance modifier on 3D6.



## Heavy tesla weapons

### *Tesla cannon*

*Tesla Weapons are a variety of weapons used by the Necrons that utilize arcs of living lightning that crackle from foe to foe after hitting their target, charring flesh and melting armour. Tesla bolts feed off the energy released by destruction, and the lightning becomes more furious with every fresh arc.*

Ammo: Tesla battery 2 (CPS: 8)

### **Gun (Heavy arc weapon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Tesla cannon	6dx3 sur	5	550/1100	70/15	9!	5000(25)	25	-10	1	60000	1

Notes:

1 – Malfunction 18+, Everything in 10 yard radius of the hit is hit for 6dx3 sur on 10-distance modifier on 3D6.

## Enmitic weapons

*Enmitic Weapon are a type of Necron energy weapons. These horrific weapons create pulses which cause the victims atoms to violently repel from each other.*

### Enmitic pistols

#### Enmitic disintegrator pistol



*The Enmitic Disintegrator Pistol is a type of Enmitic Weapon used by Necron Hexmark Destroyers. As an Enmitic Weapon, Enmitic Exterminators cause a victims atoms to violently repel from one another.*

Ammo: Enmitic charge 1 (CPS: 5)

#### Gun (Enmitic pistol)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Enmitic disintegrator pistol	7dx3(3)	3	250/600	5/1	1	5(3)	8	-2	1	6000	1

Notes:

1 – Malfunction 18+

## Heavy Enmitic weapons

### *Enmitic annihilator*



*The Enmitic Annihilator is a type of heavy Necron Enmitic Weapon used by Skorpekh Lords.*

Ammo: Enmitic charge 2 (CPS: 5)

#### **Gun (Heavy Enmitic weapon)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Enmitic annihilator	8dx3(3) ex	5	250/600	50/10	1	15(5)	20	-6	1	30000	1

Notes:

1 – Malfunction 18+

### *Enmitic annihilator*



*Enmitic Exterminator is a type of Necron weapon used by Lokhust Heavy Destroyers.*

Ammo: Enmitic charge 3 (CPS: 5)

#### **Gun (Heavy Enmitic weapon)**

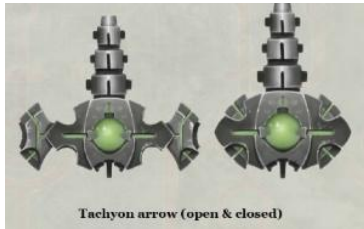
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Enmitic annihilator	10dx3(3) ex	6	700/1500	70/15	1	15(5)	25	-8	1	45000	1

Notes:

1 – Malfunction 18+

## Tachyon weapons

### *Tachyon arrow*



*Tachyon Arrows are wrist-mounted energy weapons used by Necrons. When activated, it transmutes a sliver of inert metal into an unstoppable thunderbolt capable of piercing a mountain.*

Ammo: Tachyon arrow (CPS: 10000)

### **Gun (Tachyon caster)**

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Tachyon arrow	10dx5 (10) pi++	7	2900/8700	4/1	1	1(100)	8	-1	1	250000	1

Notes:

1 – Malfunction 18+

## Synaptic weapons

### Synaptic disintegrator



*The Synaptic Disintegrator is a long-range weapon used by the Necrons, most commonly Deathmark snipers. It is a rifle that fires a compressed leptonic beam that destroys synaptic tissue.*

Ammo: Synaptic disintegrator battery 1 (CPS: 20)

### Gun (Tachyon caster)

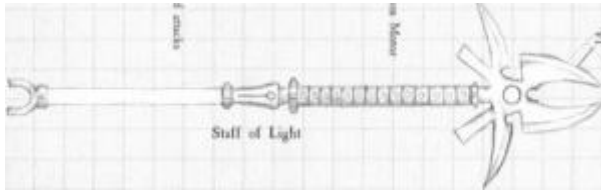
Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Synaptic disintegrator	4d(10)	9	3000/9000	20/3	1	100(3)	14	-5	1	15000	1

Notes:

1 – Malfunction 18+; the weapon can target brain; damage to brain multiplies by 5 instead of 4

## Staff weapons

### Staff of light



*The Staff of Light is a mystical weapon used exclusively by Necron Overlords and Necron Lords.*

*An exception among Necron technology, the staff does not use Gauss Weaponry principles, instead it absorbs energy from thin air to release in the form of powerful lightning bolts. A secondary effect of the energy is a steep decrease in the temperature around the wielder, the cold freezes the limbs of the opponents, mechanical or not, who shatters when hit by the staff.*

### Gun (Staff)

Weapon	Damage	ACC	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Price	Notes
Staff of light	5dx3 (3)	7	225/550	7	6	-	10	-3	1	60000	1

Notes:

1 – Malfunction 18+

### Staff

Weapon	Damage	Reach	Parry	Weight	ST	Notes	Price
Staff of light	Sw+15 (7) cut	2;3	+2	7	10		60000
	Sw+14 (7) imp	2;3	+2		10		

## Necron Melee weapons

### Phase weapons

*C'tan phase weapons (also known as fractal edged weapons) are all based around a metal blade of unknown composition that, through the use of highly advanced Necron physics, is capable of slicing through any object irrespective of its physical properties. Energy shields, armour and even daemonic bodies are no defence against a Phase Weapon. However, as the C'tan Necrodermis is made of the same metal and has the same properties, attacking a C'tan with a Phase Weapon disarms the attacker, as the metal becomes a part of the C'tan's Necrodermis shell*

#### Hyperphase sword



*Hyperphase Swords are energy blades utilized by the Necrons which vibrate across dimensions, allowing it to easily slice through armour and flesh to sever vital organs within. They are most commonly wielded by Lychguards.*

#### Broadsword

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Hyperphase sword	Sw+10 (8) cut Thr+3 (8) Imp	1	0	8	11	1	20000

## Regular melee weapons

*Necron Bayonet*

**Spear**

Weapon	Damage	Reach	Parry	Weight	ST	Notes	price
Necron Bayonet	Thr+3 (2) imp Sw+3 (2) Cut	1	0	1,5	8		120



## Necron shields

*Dispersion shield*



*Dispersion Shields are energy shields used by the Necrons, most commonly Lychguards. The force barrier projected by a dispersion shield can be used to fend off close combat attacks or deflect incoming enemy fire.*

**Dispersion shield**

Shield	DB	Weight	DR/HP	Cost	Notes
Dispersion shield	3	50	80/120	40000	1

Notes:

1 – If a range attack is stopped by the shield completely, the bearer can roll the skill check (with all modifiers that would be used for range attack) and deflect the attack on a target in his front arc. Since the shot was reflected count its damage as if it travelled distance to half its damage.

## Necron Vehicles

### Catacomb command barge



*The more aggressive Necron Overlords oversee the battlefield from a Catacomb Command Barge. In ancient times, this craft would hover high above the army so that all Necrontyr could see their Overlord's presence and take heart from it. However with the mechanical Necrons, they no longer have the capacity of needing such emotions. In the modern era, the Catacomb is a giant carrier-wave generator that allows an Overlord to instantaneously issue commands to nearby troops. At the start of a battle the Overlord will often seek a raised vantage point, so he might better divine the enemy's intended strategy. Actually operating the barge is beneath the Necron nobility, and piloting the craft is left to two slaved Necron crew hard-wired into their stations. However service aboard a Command Barge is considered a great honor.*

#### Vehicles (Skimmer)

Vehicle	ST/HP	Hdm/SR	HT	Move	Lwt.	Load	SM	Occ.	DR	Range	Location	Price	Notes
Catacomb command barge	148	+2/8	12x	12/60	-	-	+3	2+1	150	-	X2E(E)	1M	1

*Note:*

1 – Barge itself is covered by additional 50 DR of energy shielding. The crew is protected by 75 DR.

Traditional armament	
main weapons	Gauss cannon/Tesla cannon

## Bestiary

Wild life

*Blood strix*



*A small hummingbird-like creature that feeds on blood. It hunts in night in small flocks. It is originating from jungles of Corovingia.*

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
5	15	4	11	7	10	10	11	6,5	9	2 (ground) 12(air)	-4

**Traits:** Bloodlust (9); Flight (Winged;air move 12); Infravision; No fine manipulator; Wild animal; Teeth (Sharp beak)

**Skills:** Brawling-17; Stealth-15

**Damage:** Thr 1d-3 cr, Bite 1d-4 pi++

## Ambull



*Ambulls are subterranean xenos creatures native to the desert death world of Luther McIntyre IX.*

*Ambulls can easily survive extremely hot temperatures, which has led to attempts at domestication on several hot desert planets. As a consequence, Ambulls can be found on desert planets throughout the Imperium.*

*Ambulls have huge barrel chested bodies and an ape-like stance, their arms reaching almost to the ground, while their legs are crooked and short. The Ambull's most characteristic feature are their huge expandable jaws. Their eyes are able to sense heat.*

*The Ambull's limbs end in iron-hard claws used for digging through the soft stone of their homeworld. Ambulls will excavate tunnels in which to live, spending most of their time underground. These burrows can often form extensive underground complexes. Their tunnelling abilities have also defied attempts on many Imperial worlds to domesticate or corral them.*

*Due to the intense heat of Luther McIntyre's sun, the Ambull's subterranean lifestyle is shared with many of the death world's inhabitants, including the Ambull's favorite food, the Crawler. Ambulls will pursue prey through soft rock by tunneling at considerable speed.*

*Ambulls were sighted on the Ice World Simia Orichalcae while the Valhallan 597th were protecting a valuable promethium refinery. It was later speculated that they had arrived through a warp portal opened from some unknown desert world by a Necron scouting force that deployed to Simia Orichalcae. These rogue ambulls killed several promethium miners in the lower tunnels, while Commissar Ciaphas Cain and a Valhallan scouting party slew a great number of the beasts in the tunnels. It was noted that they could tunnel through ice as easily as sand or rock, and were remarkably survivable away from their normal desert environment.*

*After the Simia Orichalcae campaign, Cain dined with Inquisitor Amberley Vail at an upscale hotel, which offered ambull steak on its room-service menu[2c]. Logash, a Tech Priest, had earlier told Cain's aide Ferik Jurgen that ambull meat tasted much like grox.*

*Ambull larvae are called Borewyrms. They are carnivorous and in a swarm are no less dangerous than adult Ambulls.*

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
35	35	4	12	35	10	15	12	6	9	8 (ground)	+2

**Traits:** Combat reflexes; High pain threshold; Night vision 5; Arms (long); Claws (talons); Damage reduction 60; Teeth (Sharp beak); Tunneling (Tuneling move 1)

**Skills:** Brawling-17; Stealth-15; Camouflage-15; Climbing-15; Engineering (mining)-15

**Damage:** claw Thr 4d+3 (3) imp; Bite 4d+2 (3) pi++

## Borewyrms



## Ambull larvae

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
15	12	3	12	15	10	15	12	6	9	6 (ground)	-1

**Traits:** Combat reflexes; High pain threshold; Night vision 5; Claws (sharp); Damage reduction 20; Teeth (Sharp beak); Striker (impaling); No fine manipulator; Extra legs (6); Tunneling (Tuneling move 2)

**Skills:** Brawling-17; Stealth-15; Camouflage-15; Climbing-15; Engeneering (mining)-15

**Damage:** Thr 1d+2; Bite 1d+1 (3) pi++; Striket 1d+3 (3) imp

## Grox



The Grox is a large, fast and aggressive reptilian animal originating from the Solomon system. When the system was absorbed into the Imperium, it was discovered the animal possessed many useful traits, such as the ability to survive in almost any environment and to thrive on even the most indigestible food. Grox meat itself is also extremely palatable and nutritious. Because of their value as livestock they have since been introduced to other worlds throughout the entire galaxy, so that the Grox is now the most common type of livestock animal throughout the Imperium.

The only drawback to the Grox is their aggressive and vicious temperament. They will usually charge any creature on sight, including other Grox. They are also large, fast and dangerous beasts, about five meters long and well-muscled. They are territorial and like their privacy, so attempting to herd Grox together would easily drive them into a rage. The solution used is to lobotomise most of the stock while keeping the breeding animals sedated by drugs or suppressed with electro-pulsers wired directly into their small brains. Even with these precautions accidents still happen, so Grox are usually kept on agri worlds and isolated from human settlements.

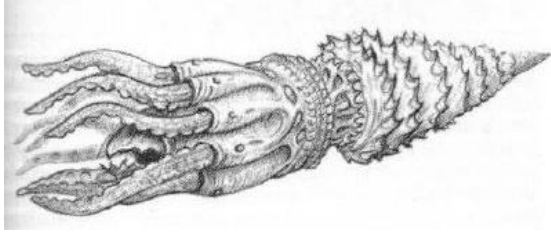
ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
45	12	5	12	45	10	12	12	6	9	6 (ground)	+2

**Traits:** Claws (Sharp claws); Damage resistance 20; Mimicry; Striker (piercing); Teeth (sharp); No fine manipulator; Enhanced move (ground)

**Skills:** Brawling-17

**Damage:** Thr 5d+5; claw 5d+1 cut; bite 5d cut; striker 5d+6 pi+

## Crawler



*The Crawler is an underground life-world from the extensive polar deserts of the Luther McIntyre IX planet.*

*This burrowing creature lives in dry soft sand and other similar loose soil. Though it is native to planet of Luther McIntyre IX they were subsequently transported to other Desert Worlds in attempt of domestication. Though they mainly eat micro-plankton from the sub-soil they could attack bigger animals including humans. All of domesticating programmes failed because Crawlers ran wild and since then developed on several hundred worlds.*

*Crawlers resemble cuttlefish or squid, whose rear shell had been evolutionated to a single driving screw. Creature use it to propels itself along the surface of loose soil or even underground. To feed crawlers grasp their victims with their tentacles and draw them into their beak-like, gaping maw. Crawlers can detect vibration from the living creatures movement on the surface and will home also on excessive or unusual vibrations.*

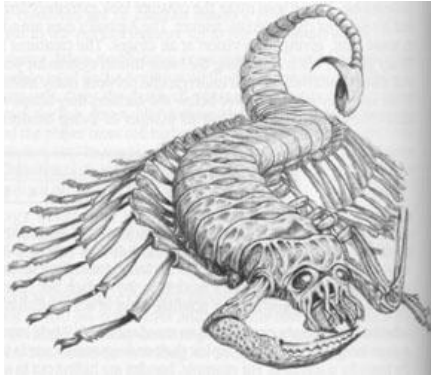
ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
15	11	4	11	15	10	12	12	5	6	4 (ground)	0

**Traits:** Damage resistance 30; Striker (impaling); Teeth (sharp beak); No fine manipulator; Tunneling (Tuneling move 2); Extra arms 4, No legs (slither); Vibration sense

**Skills:** Brawling-17; Engeneering (mining)-17

**Damage:** Thr 1d+2; Bite 1d+1 pi+; 1d+3 imp

### Catachan devil



The Catachan Devil is a creature native to the Death World of Catachan, but has been introduced into several other worlds. Devils are massive, brutal killing machines that are scorpion-like in appearance, with a series of segmented body sections carrying pairs of legs and a terminus in a long tail with a poisonous barb, which curves forward over the creature's back. As Catachan Devils grow, they develop more and more mid-sections and pairs of legs. A fully grown adult can have up to thirty sets of legs, and can reach up to thirty meters in length.

The front legs of older male Devils become grossly enlarged, resembling scorpion claws. These mighty beasts are often dubbed 'Fiddlers' in Catachan slang, and are quite rightly feared for their ferocity and raw power, being the deadliest of their kind. The head of Catachan Devil is small and pointed with green luminous eyes.

They are able to move with surprising speed for something of their size, being superbly adapted to move across a large variety of terrain. Once capturing a victim, the Devil will shred it with razor claws or, alternatively, will sting into insensibility with short tentacles, located around its maw. The mouth itself is extendable and consist not teeth but a bony hooks, lining around it and tearing apart the meat of prey. The victim will then be consumed.

Catachan Devils are territorial, yet quite sociable creatures, tending to form into nesting groups. These groups often contain several large Devils, as well as a few dozen or so of 'Devilspawn' (younger Devils) who, whilst physically weaker, can burrow underground to ambush their victims. Devils and Devilspawns are able to blend into foliage silently and swiftly, all but invisible to the naked eye. The entire nest will come together to defend their territory from any intruders, be it rival Devils, colonists, or other predators, and they have even been known to attack Imperial Guard Tank Companies.

For many years Catachan has been prized by the Imperium for the excellent training that its denizens provide to the units of the Imperial Guard formed there and has often sought to further utilise the sheer killing power of the Devils. Though the Imperium has been unsuccessful in training or taming them, Devils have often been introduced to Imperial worlds in order to dissuade invaders. This proliferation has inevitably led to escapes, and there have been rumoured sightings of Devil nests on Hive Worlds and colonies all over the Imperium. Such is the infamous lethality of this creature, that the Catachans have named both their most fearsome knives and deadliest soldiers after it.

It is rumoured that Devils are the descendants of a long-lost Tyranid Vanguard organism that has effectively become feral.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
35	12	4	12	50	10	12	12	7	10	10 (ground)	+2

**Traits:** Claws (Sharp claws); Damage resistance 25; Striker (piercing); No fine manipulator; Enhanced move (ground); Extra leg (15); combat reflexes; High pain threshold

**Skills:** Brawling-17; Stealth-15; Camouflage-15; Climbing-17

**Damage:** Thr 4d+3; claw 4d+3 (2) cut; bite 5d cut; striker 4d+5 imp linked 3d toxic

### Devilspawn

Devilspawn is a younger Devils who, whilst physically weaker, can burrow underground to ambush their victims.

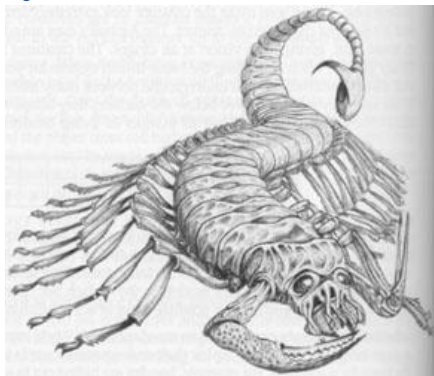
ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
15	12	4	12	20	10	12	12	7	10	10 (ground)	0

**Traits:** Claws (Sharp claws); Damage resistance 15; Striker (piercing); No fine manipulator; Enhanced move (ground); Extra leg (4); combat reflexes; High pain threshold; Tunneling (Tuneling move 4)

**Skills:** Brawling-17; Stealth-15; Camouflage-15; Climbing-17; Engeneering (mining)-14

**Damage:** Thr 1d+2; claw 1d+2 (2) cut; bite 1d+1 cut; striker 1d+3 imp linked 3d toxic

### Gigatic Catachan devil



A huge catachan devil

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
70	12	4	12	90	10	12	12	7	10	10 (ground)	+7

**Traits:** Claws (Sharp claws); Damage resistance 50; Striker (piercing); No fine manipulator; Enhanced move (ground); Extra leg (28); combat reflexes; High pain threshold

**Skills:** Brawling-17; Stealth-15; Camouflage-15; Climbing-17

**Damage:** Thr 8d+8; claw 8d+8 (3) cut; bite 8d+7 cut; striker 8d+9 imp linked 3d toxic

### Catachan Face-Eater



On the Death World of Catachan, a planet known for its hostile lifeforms, the Catachan Face-Eater is considered to be one of the most unpleasant. In its natural environment the creature hangs from low branches, near water sources, or anywhere prey is known to travel. When a prey creature comes in range the Face-Eater will drop, or use its powerful muscles to fling itself in the direction of the creature's head. Once attached it will not only suffocate its prey but also use powerful digestive acids to begin to feed as it slowly kills. The creature is difficult to remove once attached as any damage dealt to it naturally travels to the prey it is attached to.

Once it has succeeded in killing its prey the creature lays a clutch of eggs which hatch in a matter of hours as larva like maggots. These maggots then feast upon the remains of its parent's kill. This rapid maturity rate has caused the creature to be quite the threat to nearby star systems where its towel-like appearance and fondness for warm damp conditions, such as those found in a bathroom, have helped it to spread.

Face-Eaters were imported to Necromunda and released into the heating vents in a poorly conceived attempt to control the colonies of vermin and deviant scum using the uncharted miles of pipe to travel about the Hive with impunity. In the warm and moist vents they flourished and within a few short months had become a bigger threat than the vermin they were sent to eradicate. Extermination campaigns were launched and have at the very least ensured that Face-Eaters are now confined to the Underhive where the prevalence of more toxic conditions keeps their numbers low.

Appearing as simple scraps of cloth to anyone from a distance, Face-Eaters choose to hang down from girders though in reality they can hide almost anywhere. If someone is unfortunate enough to stumble across one of their hiding space, they will have to be very quick on their feet as the Face-Eater throws itself forward with a powerful muscle spasm and attaches itself in seconds, wrapping hundreds of tiny but viciously sharp hooks around the victim's head. Anybody nearby must act quickly to save the unfortunate. as powerful digestive enzymes begin to erode the target's features, and even then, removing it will most likely still result in serious damage.

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
12	12	2	10	12	10	12	10	6,5	1	1 (ground)	-2

**Traits:** No manipulators; Blind; Injury tolerance (no blood; no vitals, no brain); Vibration sense; No arms; No legs (slither)

**Skills:** Brawling-17; Wrestling – 17; Climbing – 17; Camouflage-17

**Damage:** 1d-2 cor



## Tyranids

### Genestealer



*Genestealer is a species of Tyranid used as the ultimate shock trooper. Their purpose is to advance ahead of a Hive Fleet and pinpoint potential planets for the Tyranids to devour. They are amongst the most deadly creatures in the Galaxy, combining high cunning, lightning-fast reactions and movement, with large, extremely sharp claws that can rip through the toughest armour in seconds.*

*Genestealers are stronger and hardier than Humans, able to withstand even the most hostile environments unprotected, including hard vacuum, and are capable of living for centuries. They are a highly intelligent species with a disproportionately large and adaptive brain that is housed in a bulbous head. They combine extraordinary intelligence and subtlety of mind with remarkable strength and quickness of body.*

*Genestealers are bipedal, standing in a perpetual crouch, and have two sets of arms, one equipped with Human-like hands, one with powerful ripping claws. Their dense musculature and the distending hinge of their jaw allows the generation of incredible bite-pressure.*

*Their olfactory organ is linked at its base to the rear of their palate, combining their scent and taste for possible use as a sophisticated air-analysis method. They also display respiratory gill systems along the dermis/valves between their fused exo-ribs. This system is then somehow linked to breathing holes on their limbs and cranium.*

*However these characteristics may not be general across all Genestealers, as they are one of the most mutable Tyranid species and often exhibit a wide and varying range of different traits. It has been hypothesised that these traits manifest depending on the particular host species the infection discovers; but this theory has been disregarded by some experts, citing that the traits are more likely different Genestealer subspecies altogether, which are separate from the host.*

ST	DX	IQ	HT	HP	Will	Per	FP	Speed	Dodge	Move	SM
35	22	10	12	35	18	18	12	8,5	13	8 (ground)	0

**Traits:** Claws (Talons); Claws (Sharp claws); Combat reflexes; Dmage resistance 25; Extendet lifespan 3; Extra arm 2; Night vision 7; teeth (sharp teeth)

**Skills:** Brawling-20; Stealth-20; Camouflage-20; Climbing-20; Acrobatics-12

**Damage:** Thr 4d+3; Sw 6d+7; Bite 4d+2 cut; Claws 4d+4 cut; Talons 4d+7 (5) imp